

BULLFROG'S OFFICIAL GUIDE TO



CORPORATE
PERSUASION
THROUGH URBAN
VIOLENCE

SYNDICATE WARS™



PRIMA'S
SECRETS
OF THE GAMES™

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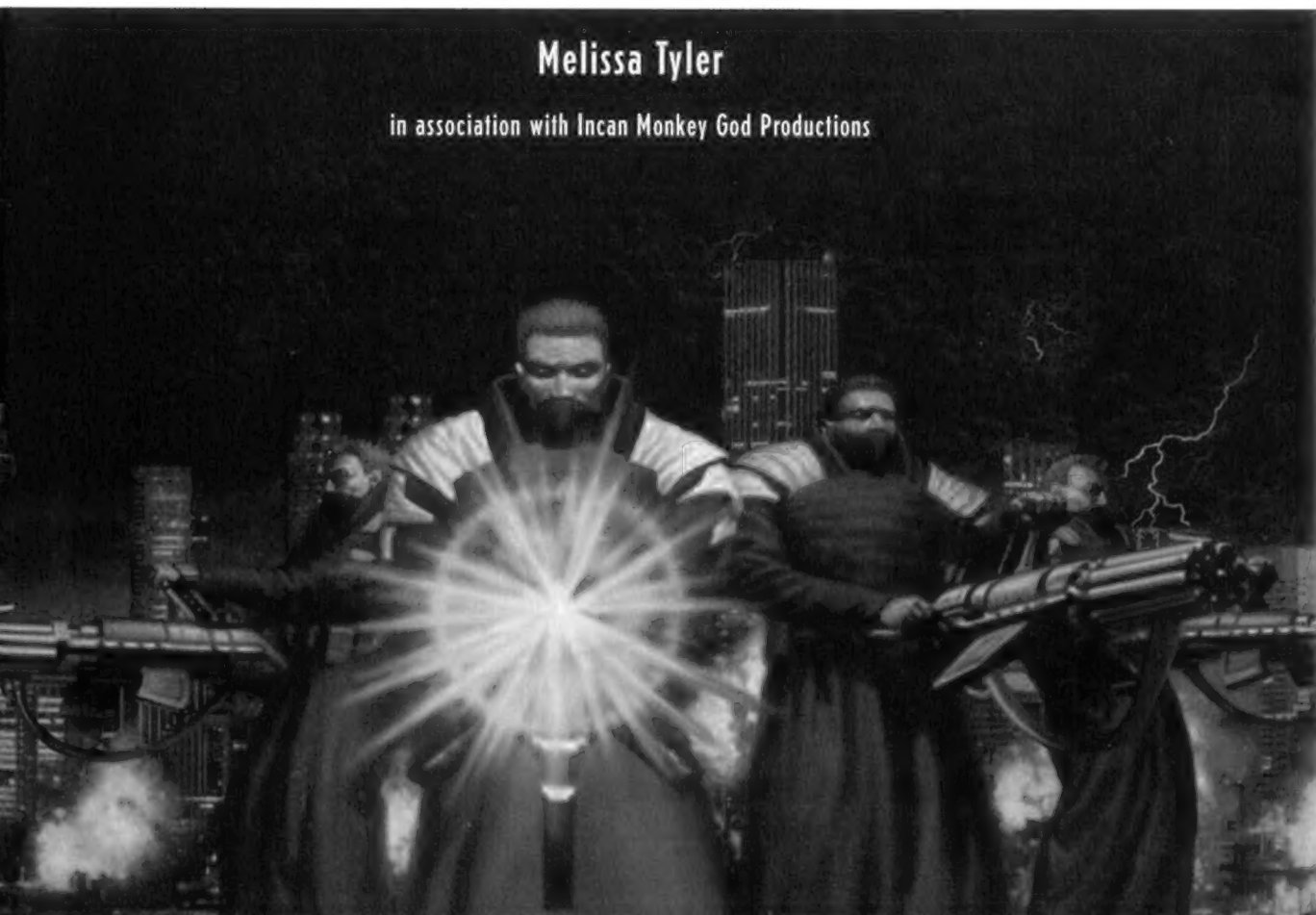


SYNDICATE WARS

OFFICIAL GUIDE

Melissa Tyler

in association with Incan Monkey God Productions



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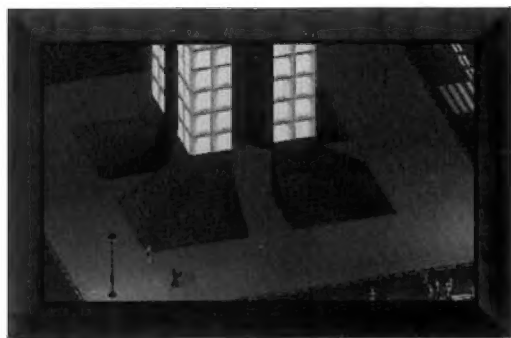
INITIAL REPORT

This is Agent 8702, finally reporting after twenty-eight weeks of deep-cover surveillance. Well, boss, you wanted me to check out the state of things in the Big League, and I can tell you that things are really boiling out here. I'm serious, the situation is critical, and if you think it looks bad on the surface, you aren't going to believe what I found out when I scratched down a little deeper. I get into specifics in the appropriate reports.

Historical Underground

I've got contacts in the Historical Underground movement, so the first thing I did was trace the Syndicate movement back to its roots. I'm telling you, boss, I had to go back before I-net archives, past digital, past *microfilm* of all things, and read books ... moldy books. Just when I thought I was going to die of hayfever, I found the start.

"I see in the near future a crisis approaching which unnerves me and causes me to tremble for the safety of my country. Corporations have been enthroned, an era of corruption in high places will follow, and the money-power of the country will endeavor to prolong its reign by working upon the prejudices of the people until the wealth is aggregated in a few hands and the Republic is destroyed."



That's a quote from Abraham Lincoln, way back in the middle of the 19th century, and he saw it coming down from the very start. No doubt about it. The real question, as I see it, is if the United States would have been better off embracing the whole idea and getting there first, or if it would have done better punting all the corporate stockholders, CEOs and marketing gurus off a cliff before they got their claws in too deep. No telling anymore. An opportunity lost, and all that.

I will say that one of the few benefits — not that I'm complaining, mind you — of being sans electronics in this world of CHIP-heads is that you don't get fed the party line intravenously. The old records are hard to find, of course, but I've been doing some reading on my own time. It puts everything into perspective, and I don't have to tell you that knowing where things come from is the best way of predicting where they'll go.

FIRST MEGACORPS

We do know that European, American and Oriental corporations began to balloon into super-entities at approximately the same time, with Europe getting there first and the Eastern lagging a few, but vicious, years behind. Companies struggled to eat smaller companies, ally with similar size organizations and sabotage anything more powerful. The stuff you can download from Central is nothing but a public relations gloss-over. The corporate colonization of Argentina ... the MacDonald-Disney annexation of Mexico ... the first corporate boundary wars and subsequent national downsizings ... none of that stuff ever gets talked about. I actually doubt it's physically possible for CHIP-heads to even wonder about them.

Well, within 50 years, the balance of power shifted from the national government to corporate control. It was Darwin's theory in action: only those who had a proven use to the corporations prospered or even survived. The more ferocious companies rose higher, quicker and ate as many smaller businesses as they could before being eaten in turn. When things finally settled, there were three corporations roughly defined by geographical location: European-based, American-based and Eastern based. It was a revolution run by lawyers and stock brokers.

THE CHIP

But the fun was only just starting, because the next thing to shake the world was "the CHIP." Designed by the European cartel, the CHIP was implanted in the back of the neck and used electro-magnetic impulses to directly stimulate the brain into carefully designed delusions. I haven't been able to unearth its origins. Some say they were researching appetite suppressant technology for lumpy housewives, others insist that it was black market research into virtual sex. The results were unprecedented and extreme. With a little coaxing, the brain stem could register the most vile and polluted places on earth as sparkling and delightful. The sun always shone and the birds were atwitter with delight. It was marketed as the modern cure-all. The slogan was "Why change your world when you can change your mind," and its price was very, very affordable.



Syndicate Lords

That's when things began to get out of hand, even by Corporate Managers' standards. Crime Syndicates developed, using the CHIP technology to control and manipulate the populous. Blackmail became a thing of the past, as old-fashioned assassination by high-tech cyborgs became the chosen method of "persuasion."

BLIMPS

The leaders of these cybernetic hit men are, of course, the fellows in the giant blimps that hover over the cities. They're up there, controlling their minions, spreading terror and systematically clearing the field of opponents. I tried, and I mean I *really* tried, to weasel a way into a command-station post, but that was a washout. I did manage a day-trip, as it were, during a maintenance check, so I at least know what the inside of one looks like. Oh, it's sweet. That two-hundred foot gondola has more surveillance equipment, both fixed and independently maneuverable, than a deep-space satellite. We're talking Eye in the Sky. On top of that, the computers are tied into the video feedback, so the sky boss has got point-and-click control over his Agents no matter where they are ... except when they're inside buildings, of course. For that reason, they don't spend a lot of time underground or in buildings.

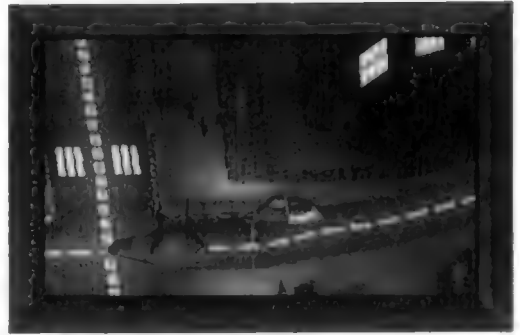
You want to talk about paranoid? Syndicate Lords go back to the old-fashioned, hand-crafted mission because they don't trust anyone else to do it right. Each Agent is carefully placed, and every assault is custom-commanded, shot by shot. Nothing is left to chance. It's unbelievable — you've almost got to see it to grasp how tight the control is. I guess that's why these guys got to the top.

They make money, invest it in scientific study and use each new discovery against each other. Every time they update the weaponry or Agent Modification, they gain an edge on the other guys.

One last thing: I wasn't just sightseeing when I got aboard. Between what info shunts that I could arrange, and some relay stations that a buddy set up, I've essentially got the biggest of the big balloons bugged. That'll come in handy in answering some of those questions that you're so famous for coming up with.

Cyborg Assassins

I get the feeling, boss, that you have a really good idea about what goes on behind the scenes in the Syndicate labs, but before I looked in there, I didn't have a guess. Pretty interesting stuff, if you've got the stomach for it. I'd seen the Syndicate Agents "Persuade" people and bring them back to their labs, and I'd mostly figured they re-programmed the CHIP to turn the civvie into one of their leg-breaking assassins. From my recent stint as a mild-mannered lab tech, I know now that the Syndicates would see that as an inefficient use of resources.



The entire procedure (BOPETE) was Biological and Operative research, Psych re-alignment, Enhancement and Evaluation and then finally Training. The lab where I was doing my mole impersonation had anywhere from five to thirty-five "clients" going at a time.

ANALYSIS

First, they do stress and chemical analysis to fine-tune their understanding of human biological capabilities. These guys can put Torquemada to shame, what with the benefits of direct cerebral suggestion and a bottomless budget. Their ongoing goal is essentially to have the perfect chemical and hormonal cocktail for every situation: sometimes adrenaline-induced strength works better with mental acuity, and sometimes it works better with blind panic. Sometimes a steady hand is needed, and sometimes a ten-second sprint is the key. Yeah, I know it's more complicated than that, but I haven't had time to read the handbook.

PSYCHE RE-ALIGNMENT

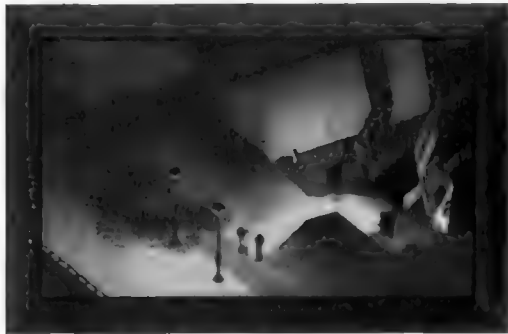
The clients who survive the research segment of the procedures graduate to the Psych re-alignment portion. It's a combination of direct-access brainwashing and high-tech CHIP manipulation. By the time the alignment is complete, the clients remember nothing but the Syndicate, are capable of no moral considerations, and feel no emotions other than an overall annoyance. As I always suspected, no matter what they're doing, Syndicate Agents are always having a bad day — are more than pleased to share the experience.

EVALUATION & TRAINING

Evaluation and Training are much what you'd expect. The fledgling assassins' health is assessed, and is usually found to be perfect. That's no surprise there, their cybernetic parts are shiny new and still under warranty. After they get stamped with a clean bill of health, they are essentially plugged into an outlet and pumped full of the Thugs' Handbook of Rules and Regulations. You know: Rule #1: "obey instantly," Rule #2: "see Rule #1." That's the idea. When these guys are all primed and ready to be released into the wild, they get packed in freezers. When some goon gets stomped into raspberry marmalade, a lab techie goes and thaws another one out.

ENHANCEMENT

The final step is the Enhancement process, where they do the final custom touches to prepare the new assassin. They can improve the "brain" by simply downloading New and Improved programs via the CHIP, but the other enhancements are much more hands-on. They combine a chemical wash and laser vaporizing technique to remove the most of the muscle, fat and bone from the clients' appendages or torso. The bones are replaced by a nearly unbreakable Rigidflex alloy, the veins and arteries are rerouted and adapted and the nervous system is, essentially, rewired. The nerves that carry the "pain" signals are removed. Silly me, I never knew there were separate kinds of nerves. I wouldn't have been particularly disturbed if my station hadn't been near the "experimental" sector. That's where the whole shebang is done under glass, so they can see what, if anything, is "gumming the works." It was a lot like watching someone fall apart in a washing machine. I went vegetarian for two months.



Recent Events

You've noticed that recently all the tidy little organizational rules have been unraveling. But did you guess that all the trouble can be attributed to ... *aliens*?

Yeah, right, this is not a big ha-ha. We're talking spaceships and serious technological advancement and hush-hush secrets. It's for real, and I mean it's a *real* problem.

The Syndicates found it first. They got word of some strange discoveries at an archeology dig site outside of Reykjavik. They sent some guys in white coats to check it out, and the next thing the archaeologists knew, the Syndicate was bussing in the best scientists they had and set up the Otherworld Research Group (ORG), to see how the alien technology could be adapted to things like kicking the mud out of anyone who went up against them. Everything was going smoothly ... right up to the moment people started dying.

CHURCH OF THE NEW EPOCH

These guys weren't keeling over due to some dread alien disease that had lain buried for thousands of years. Nope, these guys were dead from ammunition poisoning. Before the Syndicate knew what happened, ORG has taken their recent discoveries and formed their own group called the Church of the New Epoch. It was based on the Codex, which I've found out is just a fancy name for some encrypted information about the aliens and their technology. The original ORG scientists christened themselves the Nine, and went deep underground to continue their research. That's essentially all I've been able to find out to date. I've got a couple of leads as to what's going to happen and why, though. Apparently the Church is planning a complete takeover of the most hostile sort. That much is just common logic. The strange part is that they also seem adamantly opposed to CHIP-control. They're not trying to usurp the operation; they're doing their best to short out the CHIPs entirely. There have been commando attacks at CHIP data stations and strikes at the satellites.

Power is controlling the masses. The question is why are they breaking the CHIP link, rather than simply taking control of it?

On that thought, I'll sign off for now.

Agent 8702

REPORT ON RECENT TECHNOLOGICAL ADVANCES (OVERVIEW/DIFFERENCES)

This is Agent 8702, rendering my report on the industrial advances in the past few years. You have to admit, boss, that you could have made my job just a little bit easier by letting me know what level of familiarity you already have. Making a stab in the dark, if you'll pardon the phrase, I'll give a brief rundown on anything new to the scene in the last three years or so. If you need more, I refer you to the reports I submitted back then.



3-D Rotatable View

Until recently, the only view a Syndicate Lord had access to was from a camera attached to the lower level of his airship. With skillful maneuvering he could keep up with the activities of his agents, but it was awkward. Since his control of those guys is absolute, the loss of visual contact could very easily have serious repercussions.

That was until some clever techie thought up the idea of remote control cameras. When I say remote control,

I mean that they are actually on drone flyboxes, no personnel, no weaponry, powered by little jetpack that can buzz around for an hour or so. After an hour it is replaced by a backup while the first returns to the ship to get its power cell replaced. Now the Syndicate Lords can maintain a perfect view with only rare course adjustments of their own ship.

Zoom In & Out / Camera Tilt

Another problem that was solved with the advent of the remote cameras was the issue of distance. Giant blimps the size of city blocks, no matter how well they maneuver, are just not going to get too close to the action. The new cameras can get much closer, not to mention changing angle until they have the best possible view. On top of that, the resolution they can provide is improved. Let's hear it for technology.

There are only a few restrictions. Now boss, I'm mentioning these in case you want to know, and not necessarily because I think they can give anyone an advantage over a Syndicate Lord. Keeping that in mind, the cameras don't fly too close to the ground for the same reason that they don't get within shooting distance of the action. These bots are built to fly and take pictures. They are *not* designed to withstand impact. They automatically take ammunition ranges into effect, and get closer or farther depending on that distance. Similarly, they don't fly near the ground. Personally, I'm not sure that's going to be a big help, but you wanted a report, and there it is.

Public Transportation

Public transportation has improved by leaps and bounds, also in the last few years. Most of this new stuff was pre-fab, all ordered from the IE&P mail-order catalog before their CEO got downsized by the Tazzies. They had a five year backlog for Travel Tubes and Hovering Monorails, which the International Postal System simply refused to deliver. After that, the cities had to find someone who knew how to assemble them and ... well you know how that kind of stuff is. But they're up now, and I can tell you from experience that they're pretty good. And they're all free.

They've also come out with some pretty snazzy antigrav vehicles, which I wouldn't normally put under a "Public Transportation" heading except I don't know anyone who doesn't just take whichever one is handy. I think of it as a civic duty to swipe hover cars; with the computer-enforced speed limits, what else can the Transport Cops do besides look for Missing Vehicles? Besides, car payments are for civs.

Fully Destructible Buildings

I hate to sound like my father, but I'm telling you: they just don't build things like they used to. In the last three years of Syndicate takeovers, more and more city blocks have been leveled by routine criminal activity than in the twenty years previous. The first reason — more powerful weapons — is most obvious.

The second reason took a little digging. Do you remember Industrial Edifice and Power? That's right, the one based out of Tokyo that was backed by the Tao. It was famous for that non-linear skyscraper that used to be in Kyoto, you know the one that I mean. They had a finger in every pie, I'm telling you. Well, it turns out that they had a patent on an electro-magnetic dynamo that strengthened the supports of their structures. I'd always wondered how those buildings stayed up. Well, when Tasmanian Liberation Consortium tried a hostile takeover, the CEO rigged a dead-man switch to the code. Now he's dead, the control code is toast, and the end result is that a bomb does a *lot* more damage to a structure than it ever has before. Just in case you wondered.

Shadows — Legal Again

Another point of interest is that most city councils have discontinued the use of Shadow Suppression. It's about time, too; I've never seen a more asinine example of administrative idiocy and flagrant misuse of funds in my life. I've accessed the memos. The theory was that in the beginning of the CHIP-in-Head phenomenon, the non-chippies were lurking in shadowed alleys and pouncing on the folks who were walking around in their own little world. Ergo, some genius

came up with the formula: less shadows, less crime. They had whole cities, from "Welcome To ..." to "Now Leaving ...", drenched in light disseminating Opti-paint. Just brilliant, pardon the pun. It got rid of the shadows, but it didn't make a dent in petty crime and it made every major city on the planet *slippery*. Go figure that it didn't get maintained. As a matter of fact, I think that was the last official act of the United Nations before it went belly-up.

The only benefit now is that we can shoot out street lights if we like. It's a trick I learned in Texas.



REPORTS



TIPS FROM A PRO

As someone who's been around the block, over the block and in the sewers underneath the block, I can give you a tip or two about survival and priorities.

Weak Weapons. If you're feeling that you're not carrying much in the way of firepower, keep your Agents together. That concentrates your available firepower.

Arming Your Agents. In general it's more efficient to have a variety of weapons distributed amongst your Agents, rather than arm them all identically. Once available, always carry High Explosives for bank robberies.

Weapon choice:

Distant Individuals	<i>Long Range Rifle, Plasma Lance</i>
Close Individuals	<i>Minigun, Pulse Laser, Electron Mace, Long Range Rifle, Plasma Lance</i>
Distant Groups	<i>Nuclear Grenade, Launcher, High Explosive</i>
Close Groups	<i>Flamer, Satellite Rain, Self-Destruct</i>
Vehicles	<i>Long Range Rifle, Plasma Lance, Launcher</i>
Buildings & Bridges	<i>High Explosive, Nuclear Grenade, Launcher, Self-Destruct</i>

Net Scan. Always read the Net Scan info. If you can afford it, read it. Often they'll clue you into the location of money. Repeat after me: "money is good; free money is best; I will always pick up money; I will go out of my way to get money."

Banks. There is a lot of free money in banks. If you find a bank, you should avail yourself of the services and pick up any of the cash that is lying around. There are often people guarding the money in the banks; you should kill them, and kill them all. If you've toasted all the guards and you still can't find the money anywhere, try blowing up the bank. That usually shakes some loose from the vaults. If you've blown up the bank and still can't find any cash, it means that someone's probably pulled off the heist before you did. (You usually get a clue this has happened by watching for Police response to a bank robbery.) Find the robbers, kill them, and take the money from their stiffening fingers.

Impossible Odds. If the enemy outnumberes you, don't start an in-the-open shoot-out. Use Knockout gas or stay concealed, popping out to kill them one by one.

Barrels. The barrels that you'll find in most cities are not just for crackers. These things are usually holding something nasty — something that you can use to your own advantage if you know what you're doing. The contents are color coded:

Blue	<i>Psycho Gas</i>
Yellow	<i>High Explosive Charge</i>
Gray	<i>Knockout Gas</i>
Green	<i>minor explosive charge, not usually fatal</i>

Medikit. It is hardly ever a waste of money to outfit all four of your assassins with medikits; just think of the cost of replacing one of your agents. However, life isn't always that rough. If you want to pinch pennies, however, the fellow who should get to carry around the medikit should be Agent #4, assuming he's the last one in the group. Not only does he take the brunt of sneak attacks, but if you tell them all to jaywalk and they don't quite make it, #4 is the one who usually gets dragged down the asphalt.

Spare Weapons. The best thing to do with some weapons is not to use them. Sell off extraneous weapons, such as Uzis, first thing. Pick up as many as you can (four, usually) during your missions, and sell them after the mission.

Self-Destruct. If an Agent is equipped with any sort of body modification, he has the ability to self-destruct. Of course, the only time it would be worthwhile to blow up one of your own Agents would be if he were going to die anyway, or if the benefits of his death outweigh the annoyance of thawing out a new assassin. Such cases would include blowing up a bank after you've run out of explosives, or trapping your enemies on an island. The destruction sequence is to press **[A R T D]** on your command console (or whatever your brand's manual indicates). When used in conjunction with Super Shield to place the Agent, it is very effective.

Super Shield. You can keep your Agents' shields maximized for longer by right-clicking on the shield indicator. Shields will be on maximum for as long as the Agent has both shield *and* weapon energy remaining. Energy depletes slowly; although when the shield is hit, its energy level takes a dramatic drop. The Super Shield is best used when your Agent needs to run through a particularly dangerous area, if he encounters an ambush and needs some "set-up" time, or if you want some extra time to maneuver him into the midst of a crowd of enemies before triggering the self-destruct function.

If things get too hot, activate your Agents' Super Shields and have them run for the hills.



Thermal Imaging. Don't hesitate to use the Thermal Imaging device — the small "blob" just under the group selection box — when you need to know what's going on. It is designed to let you know how many people are in or near buildings without having to spin the view around 360°.

Cops. Let's admit it. It's fun to toast the annoying helmet-heroes. Moreover, if you forget to have your Agents put away their weapons, they're going nail you the moment they see you. Keep in mind, though, that the biggest problem with killing an officer of the law is that there are a lot more of them than there are of you. If you feel up to handling dozens roiling out of a nearby station, then by all means target a badge. If not, put a little planning in your missions.

Skin Mods. There are four special skin modifications out there for the taking — one for heightened impermeability, one for resistance to heat and flame damage, one that disperses energy, and one might hide you from detection. These can be an enormous help to someone planning on tackling a dangerous situation — and who isn't? Look for them.

Anti-Personnel Devices. As each side researches and develops new technology, the situation in the field will change. Not all threats will come from people. There will be nigh invulnerable vehicles, rapid airborne APCs, and unmanned area defense drones which automatically fire at any threats. These are always dangerous, but much less so if you know they're out there.

Vehicles. You can steal and control taxis, Punk bikes, armored trucks, personnel carriers, cars and even huge twin-rocket-firing siege tanks (which are, sadly, not always available). You can only steal empty ones, however.

In a minute or two, a couple of Agents with Miniguns can punch through the shields of a car and detonate the battery. That's come in useful for many an assassin, let me tell you. On the other hand, ignorant plebes have been known to shoot at cars for fun, only to find that they were standing too close when the things went BOOM.

The scanner provides useful information about the occupants of vehicles:

Solid red	<i>Empty vehicle</i>
Flashing red/gray	<i>Civilian</i>
Flashing red/white	<i>Zealot</i>
Flashing red/blue	<i>Police</i>
Flashing red/green	<i>Unguided</i>
Flashing red/pink	<i>Syndicate Guard</i>
Rapidly flashing red	<i>Syndicate Agent</i>

Don't enter a vehicle with less than 25% of its shielding intact, unless you know for *certain* that the city has been cleared of all hazards. If the car blows up, your Agents blow up — guaranteed. Think hard about entering a vehicle with less than 50% of its shielding intact.

Flying vehicles that are attacking you cannot harm you if you are in a building. Hiding is a valuable element in the survival game.

Even though the enemy can never fit more than five enemies per car, you can usually squeeze all your friends and cadre into one vehicle.

If you know that an IML goes somewhere within your sector of the city, you can use it for your own transportation. However, if it runs to the edge of the sector and then stop, it won't work. The IML link is essential to the success of some missions.

Spider Droids. The Church has its own mechanical monster. Spider Droids are agile, well-armed and utterly relentless. If you can't avoid them, use the most powerful weapon you have to wipe them out.

Exoskeletons. These are one of those good news/bad news things. Are you in one? That's good news. Are you facing one? That's bad news. The best thing to do is get away and come up with a strategy to either drop a building on him, nuke him from orbit, or stay very, very quiet.

Thermal Imaging. This is useful if you think that people are skulking in the shadows, but also very energy-expensive. It makes anyone out in the open easier to see, and outlines anyone inside buildings. Unless you have reason to think there are scary things in the dark, such as a lot of lights having been shot out, you're probably better off without it.

Persuadertron. Your Persuadertron is powered by the combined energy of the people in your group. Therefore, the more people you have Persuaded, the more powerful your Persuadertron. If you want to tackle someone as difficult as an enemy Agent, you've either got to have a lot of brain wattage (high level Brain mod), or else you're going to need a mass of Persuaded people backing you up.

You have to be fairly near to Persuade someone, and usually that person is trying to kill you while you're trying to get close. The best thing to do is run at your target, and when he starts firing, hit your Super Shield.

Until you Persuade your target, he is fairly safe from enemy attack. Once you've zapped him, that changes. Suddenly he'll be walking near you — catching crossfire — and meanwhile Police and enemy Agents are often ordered to shoot any Persuaded people. The best thing is often to leave your target alone until you've cleaned the area of dangerous characters. When the coast is clear, you can Persuade him and walk him back to your evacuation location.

Persuaded Targets. Here's something tricky: you can't kill someone you've Persuaded. Why? Because it's in the contract, that's why. Ask as many lawyers as you'd like, the basic fact remains the same. So if you are unfortunate enough to accidentally Persuade your intended victim, you're going to have to bump him off without actually aiming anything at him. Traffic is a good start. Mines and Nuclear Grenades are particularly good, but they're a hassle if you miss or toast your own Agent. The best solution is trees.

Set fire to a couple of trees using an energy weapon. When they are pillars of flame, walk your crowd of "Persuadees" by them, stopping when your target is standing next to the fire. That should char your Persuaded enemy to a crisp, solving your problem. (Burning trees can kill you, too, if you aren't careful. Don't say I didn't warn you.)

Enemies. Several weapons specifically attack your enemies — handy, that. But how do they identify your enemies? Everyone is part of some group. The biggest are Zealots and various Syndicates, but even the Punks belong to one gang or another. If you've attacked anyone from a group, everyone in that group is considered your enemy. Those weapons that single out your enemies (and Agents hopped up on Red Mist) attack anyone from an enemy group whenever possible. Weapons with this ability include the Ion Mine, Cerberus IFF and Graviton Gun.

Persuading Agents. When you persuade an Agent, he goes into your cryo vat — with all the mods they had on that level. It is possible to have Agents in your cryo vats who have better mods than the agents you are using. Possible, but not advised. Persuade as many Agents as you can, and switch them around so that the ones with the best mods are always running the missions.

Supercharging Weapons. Your weapon supercharges when you hold down the trigger for a second or two before releasing. It inflicts up to six times the normal damage. This is much more efficient than rapid fire. Note, however, that if your Agents' mood bars are in the red, they will not overcharge their weapons, since they will be firing as quickly as they can.

Weapons that can be supercharged, including the Pulse Laser, Electron Mace, Plasma Lance and Graviton Gun. Plus the Launcher and even Tanks (both for better target locks).

High Explosives. These things will go off if you shoot them. You can use this to your advantage, but it can also be a hazard. If, for instance, you shoot a corpse that is carrying a mine, you will trigger the mine. There's always a chance that you'll be too close to escape the blast. The lesson to be learned: don't shoot dead people.

Research High Explosives as soon as you can. It's pretty hard to blow up banks without it.

You can pick up a dropped HE mine, and use it later.

There is a warning siren that goes off just before the HE mine explodes. You can tell, with practice, how far away the mine is by how loud the siren sounds. If you start running — a good idea at this point, generally — and the siren gets louder, you are running in the wrong direction. Pay attention.

Lampposts and Gray Bins. Any weapon can cause one of these things to explode. It's not a big explosion, certainly not enough to kill anyone but an *unarmored civilian*, but it will scatter your enemies momentarily. Equally useful, an exploding lamppost or gray bin will *Knockout* opponents' shields for a while, which makes them *much* easier to kill.

Grouping your Agents. There are not that many occasions when an Executive needs to divide his Agents into sub-groups, but situations do crop up occasionally. If you want certain Agents to be assigned together, the best way is to actually sort them out beforehand. Let me explain ...

When an Agent is selected as Lead Agent, and the Executive left-clicks on the Group Selection area (the three stripes to the left of the main screen), the Agent **nearest to the Lead Agent** is assigned to protect the Leader. Left-click again and the next nearest Agent is also assigned to him. Therefore, if you want to group Agents 1 and 4 together, command them to step away from the others, so that they are closer to each other than anyone else. Then, when you select Agent 1 and assign him a guard, Agent 4 is the one chosen.

In this way, you can assign teams in any combination: 1-2/3-4, 1/2-3-4, 1-3-4/2, etc.

Secrets. Okay, I'm going to tell you something that's a little odd. These are rumors, mind you, but they sound like something you'd want to know. There's someone, somewhere who is having too much fun. I don't know who, but he's obviously high placed in either the software or hardware industry, because his influence can be felt in all corners of the world. In fact, he's probably been tinkering with the guts of the very console you currently use.

If you go to the first mission that the Syndicate side hands you and walk up to the video wall (on a podium), have your lead Agent stand on the podium. That triggers a game. By playing the game, you will receive a Mod Skin. (I don't know which of your Agents will get it, and I don't know which kind it is.) Just enjoy the random vagaries of fate and enjoy yourself.

Shields. The first time you pop someone who has powerful shields — an enemy Agent, for instance — the shields activate with your first shot, and then continue to protect your target until they deplete. So obviously, the best thing to do is shoot an Agent once, wait a few seconds for his shields to run down, and then start shooting again. If you just keep plugging away, you're wasting your energy. Better still, hit him with a shockwave weapon — a High Explosive, Launcher, Nuclear Grenade or Satellite Rain. (Exploding vehicles create a shockwave also!) The shockwave immediately drains his shield, leaving him to shiver in the cold.

TIME AND DISTANCE

Minutes & Seconds. Now it's time for some nuts-and-bolts talk. All minutes and seconds are not created the same. Every time I mention time, I'm making a generalization. I am assuming that you're using an average system. If you spent the annual Syndicate budget on particularly fast system, especially if you're playing with low-res graphics, everything happens more quickly — it takes less time for Shields to drain, less time for weapons to recharge, less time for Stamina and Health to recover, and so forth. In a nutshell, the better the system, the better your control over your Agents. If you're playing on a slower system, especially with hi-res graphics, everything takes longer. This won't significantly affect the missions, but it does affect the specific durations I mention in my reports. The extremes are about 50% slower or 50% faster than the times given here.

Days. Just for your information, missions usually last several days. Actually, you may have noticed that already. What you might not know is that most of this is time taken to prep your Agents, and to deliver your agents to their start location. In fact, how long you actually take to complete the mission is not a significant factor. It's impossible to complete a mission in less than one-and-a-half and no one could spend more than six-and-a-half days, even if he tried. Most take three or four days, but you won't know how long it's taken until you return. Like I said, transit takes a while. You'd be amazed at how long Agents have to sit in terminals, reading magazines and eating candy, before they get to their destinations.

Distance. Lots of measures are given in yards in this report, but what is a yard? You may not believe it because of the odd viewing angle, but 10 yards is about the same distance horizontally as an Agent's height vertically.

RESEARCH CHEAT

Do you really want that Stasis Field on your next mission, but you're a day or two short of completion? Research duration is calculated two ways. During a mission, an internal clock determines how much time has passed (see **Time**, above). However, when you're not in a mission, your system's clock determines passage of time. Every time you are actively connected to the Syndicate system and your system clock hits midnight, another day is logged for research.

This suggests a couple of obvious possibilities for the unscrupulous employer. First, you can just leave your console logged into the Syndicate while you go off for several days. Each night at midnight, another day of research is logged. Even sneakier, log out of the Syndicate system, set your system clock to 11:55 p.m., re-connect with the Syndicate system, and within minutes, another day has passed. You wouldn't believe it, but your scientists will perform miracles to hit a deadline ... regardless if you're diddling the date. Do this as many times as you want — but don't forget to reset your clock to the actual time when you're finished.

DEMOGRAPHIC REPORT

I'm not going to pretend I can tell you everything about each person you could meet, but I have noticed that certain types of people have predictable strengths and weaknesses. These traits can be useful to know when it's you against them.

Health

When I say "Health" I'm usually referring to how much damage the person can take before dying. For example, if a Punk has Health 6 and she gets hit by a Minigun (which does 1 point of damage), she'd be dead with the sixth shot ... except you need to take shields and healing into account. The Punk's Shield kicks in during (yes *during*) the first shot, so although her Health drops a bit, it won't begin to decrease significantly until her Shield energy runs out. Also, she heals while her Shield is absorbing hits ... so after her Shield ran out it would probably take seven quick shots to kill her. Clear on that? If not, look below for more detail.

For Agents (and anyone else lucky enough to have mods), Health is increased by those mods. In general, every level of mod (of any type) adds $1\frac{1}{4}$ points to the Agent's base Health of 10. For example, an Agent with Body 2 and Arm 3 has five levels of mods ($2 + 3 = 5$). To be specific:

TOTAL MOD LEVELS	0	1	2	3	4	5	6	7	8	9	10	11	12
HEALTH	10	$11\frac{1}{4}$	$12\frac{1}{2}$	$13\frac{3}{4}$	15	$16\frac{1}{4}$	$17\frac{1}{2}$	$18\frac{3}{4}$	20	$21\frac{1}{4}$	$22\frac{1}{2}$	$23\frac{3}{4}$	25

HEALTH RECOVERY

Once lost, Health points are gradually recovered. If you have a body mod, you heal faster. The better the mod, the faster the recovery.

Body Mod	Health Recovery
none	$\frac{1}{2}$ point per second
Body 1	1 point per second
Body 2	$1\frac{1}{2}$ points per second
Body 3	2 points per second

Note that use of psychotropic drugs can reduce this, slowing it to as little as $\frac{1}{8}$ th the rate.

Shield

As noted above, your Shield protects you from impact trauma. (It *doesn't* protect you from fire or other types of damage.) Your Shield is not normally active — an active Shield drains in just a few seconds, so it stays inactive until you need it.

Your Shield activates automatically when you're hit. The first hit (whether bullet, grenade fragments or whatever) inflicts some damage (costing you Health points). However, your Shield is now active, and stays active as long as it can be powered.

Your Shield absorbs just as much damage as your body (Health) would normally take — Miniguns inflict 1 point of Shield damage, Long Range Rifles inflict 13 points, and so forth. Once your Shield is completely depleted, any additional damage from that shot, and any damage from subsequent shots, impact your Health. Of course, both your Shields and your Health are continuously recovering, so a minute or two out of harms way will make you as good as new.

Once your Shield has been activated, it stays active until completely drained. During that time, it absorbs impact damage you would otherwise take. The time it takes to drain fully depends on its original strength, which in turn depends on your brain mod:

Brain Mod	Maximum Shield	Full Drain (once activated)
none	10 points	10 seconds
Brain 1	15 points	15 seconds
Brain 2	20 points	20 seconds
Brain 3	25 points	25 seconds

Your Shield actually drains more quickly than this, but it is also regenerating while it drains. It drains at about 2 points per second, and regenerates at about 1 point per second. The net result is listed in the table above; it takes the same amount of time more for your Shield to fully regenerate.

Of course, if you are being hit while it is active, it will drain much more quickly. (A common strategy is to hit an enemy Agent once, activating his Shield, then wait until his Shield is drained before continuing the attack.)

SUPER SHIELD

If you know you're going to need all the help your Shield can give you, and still need more, you can convert it into a Super Shield. You can activate an Agent's Super Shield by left-clicking *next* to his weapon energy bar.

In fact, you can activate your Super Shield *before* you take a hit. Once your Super Shield is activated, it drains and takes damage at the normal rate, but it is continually recharged by your Energy, until your Energy is drained. Of course, this means that you'll have less Energy available to attack, but sometimes immediate survival is more important than striking back. Once your Energy reserves are drained, your Shield continues draining its own reserves at the normal rate.

A heavy enough strike (Satellite Rain comes to mind) can still eliminate your Super Shield and kill you in one blow, but if you survive it, your Energy reserves will immediately recharge your Super Shield to their full extent.

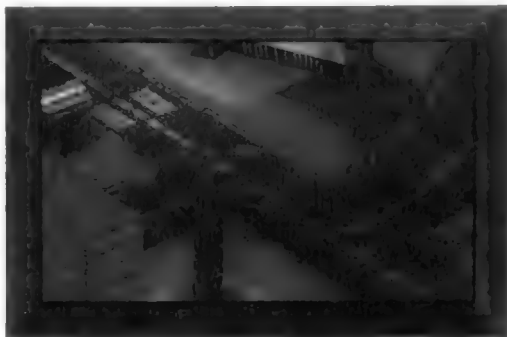
You can de-activate the Agent's Super Shield (by left-clicking again next to his weapon energy bar) if you want to retain some Energy. At that point, your Shield begins draining its own reserves normally.

Explosions and Shockwaves

If you've ever been unfortunate enough to be "blown back" by an explosion, you know what a shockwave is. Shockwaves are bad news — your shields are utterly useless against them. Anytime a shockwave strikes a Shield, the Shield is immediately and completely drained, while the shockwave damage directly impacts the Agent's Health. This takes place even if the shockwave is smaller than the Shield's current value.

Look at the bright side ... it certainly makes those shockwave-inducing weapons somewhat valuable, doesn't it? They include High Explosives, Launchers, Nuclear Grenades, Satellite Rain, Trigger Wire — even exploding vehicles and lampposts. To add injury to insult, right on the heels of most shockwaves is a fireball — if the wave don't get them, the heat probably will.

Keep in mind that the power of a shockwave diminishes as it rolls outward. After about 10 yards, it decreases to a third of its epicenter strength, and decreases down to a third of *that* after 20 yards. After 30 yards, it's at about 4% of its original strength — survivable (though still painful), for most Agents. The lesson? If you see an explosion, beat feet. Even a few yards might make the difference between life and death.



Stamina

Stamina determines how long a person can run before he runs out of breath and has to slow to a walk. An unmodified Agent, with Stamina 10, can run about half a minute before tiring. Drugs interact with Stamina, as well. The more completely an Agent is under the influence, the more he or she will be able to do, but the more quickly fatigue will set in. A completely fatigued Agent can no longer run (as mentioned above), and drugs no longer have any affect. (Note that drugs by themselves can never fatigue an Agent.) The next table lists how long an Agent can operate under various conditions:

Mods	Run, up to $\frac{2}{3}$ Drug	Run, $\frac{2}{3}$ + Drug
no mods	35 seconds	25 seconds
Body 1	40 seconds	35 seconds
Body 1, Legs 1	85 seconds	55 seconds
Body 1, Legs 2	indefinitely	3 minutes
Body 2, Legs 1	3 minutes	3 minutes
Body 2+, Legs 2+	indefinitely	indefinitely

STAMINA RECOVERY

Your body mod can help improve your rate of recovery from fatigue. You don't need to be fully recovered to start running again, or to apply drugs again, but we've also listed the time required for full recovery:

Body Mod	Stamina Recovery	Full Recovery
none	$\frac{1}{8}$ point per second	80 seconds
Body 1	$\frac{1}{6}$ point per second	60 seconds
Body 2	$\frac{1}{4}$ point per second	40 seconds
Body 3	$\frac{2}{3}$ point per second	n.a. (you'll never be fatigued)

Energy

A person's Energy defines how much power his weapons can draw. If, for instance, a person has 3 points of Energy remaining and fires a Long Range Rifle (which uses 2 Energy points), he'll have to duck down and recover for awhile before he can fire the rifle again.

Energy can be increased by body mods. The higher your body mod level, the more Energy points you have available.

Body Mod	Maximum Energy
----------	----------------

none	10 points
------	-----------

Body 1	15 points
--------	-----------

Body 2	20 points
--------	-----------

Body 3	25 points
--------	-----------

ENERGY RECHARGE

Energy recharges for everyone at about 1 point every 4 seconds.

Speed

Speed defines how fast a person moves in comparison to other people. Agents, with Speed 10, are up to twice as fast as anyone else in the game. However, everyone can run — running doubles each person's base Speed. Leg mods and psychotropic drugs help you move even faster. At any time, your current Speed is determined by:

Base Speed +	Leg Mod +	Drug Use +	Running
10 (Agent)	2 (Legs 1)	1 (1/3 drug)	10
	4 (Legs 2)	2 (2/3 drug)	
	6 (Legs 3)	3 (full drug)	

With Leg 3 and full drug use, you can run at Speed 29 (10 + 6 + 3 + 10), almost three times your base Speed! Better still, you'll never run out of breath, because your mods keep you going.

By comparison, Punks run at Speed 12 (double their base Speed of 6), while most Civilians can only run at Speed 8 (double their base Speed of 4).

Persuadertron

By the way, let me explain how "Persuadertron Points" work. The general theory is that the more people you have persuaded, the more "psychic" energy you have to draw from. Some people have more mental "Points" to go around, and some people are harder to Persuade than others. As a matter of fact, the people who have the most Points are the ones who are hardest to Persuade. Therefore, if you want to Persuade a Zealot (20 Points required), you'll need the equivalent of 20 Civilians (worth 1 Point apiece) in your Point pool.

Of course, your "Point pool" is only good for as long as you're being followed by your little persuaded army, so you'll have to start from scratch every new mission.

The range of your Persuadertron (in yards) is affected by your brain mod:

Brain Mod	Persuadertron Range	Persuadertron II Range
none	30	40
Brain 1	45	60
Brain 2	60	80
Brain 3	75	100

EUROCORP AGENT

Health	10
Shield	10
Stamina	10
Energy	10
Speed	10
Persuadertron Required	20
Persuadertron Worth	5

ZEALOT

Health	10
Shield	10
Stamina	10
Energy	10
Speed	10
Persuadertron Required	20
Persuadertron Worth	1

CIVILIAN 1 (BRIEFCASE GUY)

Health	1
Shield	1
Stamina	2
Energy	1
Speed	4
Persuadertron Required	0
Persuadertron Worth	1

CIVILIAN 2 (BRUNETTE)

Health	1
Shield	1
Stamina	2
Energy	1
Speed	4
Persuadertron Required	0
Persuadertron Worth	1

CIVILIAN 3 (BLONDE)

Health	1
Shield	1
Stamina	2
Energy	1
Speed	4
Persuadertron Required	0
Persuadertron Worth	1

CIVILIAN 4 (LEATHER JACKET GUY)

Health	1
Shield	1
Stamina	2
Energy	1
Speed	5
Persuadertron Required	0
Persuadertron Worth	1

PUNK (FEMALE)

Health	6
Shield	5
Stamina	10
Energy	6
Speed	6
Persuadertron Required	10
Persuadertron Worth	2

PUNK (MALE)

Health	6
Shield	5
Stamina	10
Energy	6
Speed	6
Persuadertron Required	10
Persuadertron Worth	2

SPIDER

Health	40
Shield	10
Stamina	4
Energy	20
Speed	NA
Persuadertron Required	NA
Persuadertron Worth	2

SHADY GUY

Health	6
Shield	5
Stamina	10
Energy	6
Speed	6
Persuadertron Required	0
Persuadertron Worth	1

POLICE/GUARD

Health	6
Shield	4
Stamina	4
Energy	6
Speed	7
Persuadertron Required	6
Persuadertron Worth	2

MEMBER OF THE NINE

Health	20
Shield	10
Stamina	10
Energy	10
Speed	10
Persuadertron Required	20
Persuadertron Worth	5

GOVERNMENT OFFICIAL

Health	6
Shield	6
Stamina	7
Energy	6
Speed	6
Persuadertron Required	15
Persuadertron Worth	3

SCIENTIST

Health	2
Shield	1
Stamina	3
Energy	1
Speed	2
Persuadertron Required	0
Persuadertron Worth	1

TECHNOLOGY: CURRENT AND IN DEVELOPMENT

The most fundamental factor in keeping your Agents alive and well is an informed use of the available technology. If you fall behind, they'll wind up on the slab and you'll be just another guy in a fireball dingle, blazing toward the cityscape. Below you'll find my summary on current and upcoming technology.

Mods and Agent Statistics

Power Output and **Resilience** refer only to the internal Mod system itself. It is a closed system and has no impact on the Health or Power of the Agent.

Cost. No, you do not get trade-in value for previously owned cybernetic parts. You pay what the going price is, no matter how much business you've given them previously.

Body Mods

Body mods affect your Agents in several ways. Most basically, you've got to have a body mod to add any other mods to an Agent. Not all body mods can support all other mods.

Body Mod	Arm, Leg and Brain Mod Supported
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none	no other mods allowed
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Body 1	Level 1 or 2
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Body 2 or 3	Any
-------------	-----

Body mods increase an Agent's maximum Health — every level of body mod adds 1¼ points to an Agent's Health. (See **Health**, p. 23.)

In addition, body mods improve an Agent's Health recovery rate. The basic recovery rate is about ½ point per second. Body mods improve that rate.

Body Mod	Health Recovery
----------	-----------------

none	½ point per second
------	--------------------

Body 1	1 point per second
--------	--------------------

Body 2	1½ points per second
--------	----------------------

Body 3	2 points per second
--------	---------------------

Note that use of drugs can reduce this, slowing it to as little as ¼th the rate.



BODY 1	
Power Output	8
Resilience	0
Cost	5000

Body mods impede the Stamina drain caused by psychotropic drugs. With Body 2 or 3, drugs cause *no* Stamina drain. Body 1 cuts this drain in half, from about $\frac{1}{4}$ point per second to about $\frac{1}{8}$ point per second. (The drain varies, depending on how completely your Agent is drugged.)

Body mods also improve Stamina recovery.

Body Mod	Stamina Recovery
none	$\frac{1}{4}$ point per second
Body 1	$\frac{1}{8}$ point per second
Body 2	$\frac{1}{2}$ point per second
Body 3	$\frac{3}{4}$ point per second

Finally, body mods increase your total Energy.

Body Mod	Maximum Energy
none	10 points
Body 1	15 points
Body 2	20 points
Body 3	25 points

BODY 1

The standard package for today's assassins ought to include a Level 1 body, since you can't make any modifications without one. As things stand, you have to buy it as an option. The body provides a mechanical skeletal replacement, from collarbone to pelvis, and is intended primarily to protect the original internal organs. Maybe I'm the only one surprised, but I would have assumed that the guts would be the first things pulled, to make room for the state-of-the-art hardware. Apparently, though, the maintenance on a cyborg increases exponentially the more organs are removed. Muscle replacement is a straightforward process, but take out the pancreas or the spleen, and you've effectively halved the productive life expectancy of the unit. Keeping that in mind, all that a Level 1 body has over a normal body is a higher resilience to gunshot wounds (due to the triple-plate titanium alloy) and a much better healing ability than normal humans have.

All other mods are attached to the Body section, so a minimum of Level 1 body mod is necessary for any other upgrades.

BODY 2

Level 2 bodies aren't available yet, but the design specs have been drawn up. The research is based primarily on methods of space conservation, damage resistance and power conservation. From what I've seen in the vats during my stint as a lab tech, my guess is that they're going to be going in for transplanting bio-engineered organs, upgrading the protective mesh that surrounds the abdominal cavity and perhaps improving the function of the circulatory system. They'll encase these in a light but durable honeycomb superstructure of foam-metal alloy. Remember the old saying, if your chest cavity gets opened by gunfire, the enemy has the advantage.

Due to stress absorption issues, a Level 2 body will be necessary before any Level 3-mods can be used. That's what they say anyway; it might just be a marketing gimmick.

BODY 3

You'd be surprised how competitive some of these research labs can get. About a month and a half ago, news about a discovery leaked out. According to the rumor, a scientist based in Austin had developed a method for auto-sympathetic feedback in cybernetic assassins, which was based on housing the internal organs of an assassin in a high-tech barrel — in a remote storage facility — and subsequently “harvesting” the electrical impulses and chemical excretions. These are stored until the assassin clocks back in from a mission, whereupon they are “downloaded” into his system. Apparently this solves the problem of shortened life expectancy, while leaving most of the body cavity for memory-plastic tendons and other advances. By the way, the scientist has gone missing. My guess? He'll be on the market any time now.



BODY 2

Power Output	4
Resilience	100
Cost	20,000



BODY 3

Power Output	4
Resilience	100
Cost	50,000



BRAIN 1	
Power Output	5
Resilience	100
Cost	4500

Brain Mods

Brain mods affect your Agents in a couple of ways. First, however, let's note which body mods are required for each brain mod.

Brain Mod	Body Mod Required
-----------	-------------------

Brain 1 or 2	Any
Brain 3	Level 2 or 3

Brain mods increase an Agent's maximum Health — every level of brain mod adds 1 ¼ points to an Agent's Health. [See **Health**, p. 23.]

Brain mods increase your total Shield.

Brain Mod	Maximum Shield
-----------	----------------

none	10 points
Brain 1	15 points
Brain 2	20 points
Brain 3	25 points

Finally, brain mods improve the effective range (in yards) of Persuadertrons.

Brain Mod	Per. Range	Per. II Range
-----------	------------	---------------

none	30	40
Brain 1	45	60
Brain 2	60	80
Brain 3	75	100

BRAIN 1

I hate to refer to these mind-controlled thugs as "smart" or "smarter," so when talking about brain capability I'll use the word "efficient." Cyborg brains are, without a doubt, more efficient than the regular human variety. These guys aren't distracted by anything — not by pain, not by events, not even by thoughts. The brains are encased in about three-quarters

of an inch of fibra-steel, which means they are effectively invulnerable. Not even the eye-sockets are a sure kill with these guys.

The line from the brochure reads: "This unit contains diamond processors in a 3D matrix integrated with the cyborg's conventional cognitive biomass." Hot stuff, these brains.

BRAIN 2

What the think-tanks are up to these days is how to make a brain that reacts more quickly, not only to orders given from the command post, but to the changing situation as well. The more "efficient" the cyborg brain, the more quickly he'll respond to an emergency situation, the more accurate his assessment will be, and the higher his Persuadertron's range and signal strength. Perception is refined, resistance to enemy Persuasion is increased, and the healing factor is improved. This sort of technology, however, is a slow one to develop. It's unknown how long it will be before the Level 2 brain is available.



BRAIN 2	
Power Output	4
Resilience	100
Cost	18,000

BRAIN 3

The current plan for the next generation of cyber-brains is that they will be able to perform in environments that would kill normal humans. Data previously unattainable by Agents will now be within range of these fellows and their Super Brains. Health will be improved, targeting will be better than ever, yada, yada, yada, etc. It's currently unknown when this upgrade might become possible.



BRAIN 3	
Power Output	4
Resilience	100
Cost	45,000

Arm Mods

Arm mods affect your Agents in a couple of ways. First, however, let's note which body mods are required for each arm mod.

Arm Mod	Body Mod Required
---------	-------------------

Arms 1 or 2	Any
Arms 3	Level 2 or 3

Arm mods increase an Agent's maximum Health — every level of arm mod adds 1 ¼ points to an Agent's Health. (See **Health**, p. 23.)

Arm mods help you throw grenades and other objects farther.

Arm Mod	Maximum Range
---------	---------------

none	Base (depends on the object thrown)
Arms 1	1 ½ x base
Arms 2	1 ⅔ x base
Arms 3	2 x base (twice as far)

Finally, when under the influence of psychotropic drugs, arm mods improve your firing accuracy in certain cases. Whenever a drugged Agent is sweeping an area with a Minigun (or similar weapon), the higher the arm mod, the smaller the sweep angle.

ARMS 1

This is what the state-of-the-art arms dealers currently have in stock. Molded plastic around tungsten tendons and steel sinews (poetic, huh? I didn't write this stuff), these have a lot less emphasis on withstanding pressure demands than their leg counterparts, and more on fine motor skills. Ripping doors open on hover cars is useful, but not if it takes three minutes to fumble the key into the ignition. I've seen the plans to these puppies. Versions from just a few years ago were based on an electric and — I am not making this up — an *internal combustion* system. Now we've moved two steps into the future, and if you bought stock in micro-hydraulics a few years back, you made a wise choice.



ARMS 1	
Power Output	7
Resilience	20
Cost	2500

ARMS 2

Yes, sir, they've put the arms back on the old chalkboard, if you know what I mean. As the methods of controlling assassins get more complex, the mechanical capabilities must also improve. That's a given. In fact, the reason everyone didn't upgrade to Level 2 arms months ago was that the beta version of the prototype was discovered to be — just slightly — buggy. It turned out that certain electro-magnetic fields shorted them out to 20% under their accepted ranges, they didn't know this sooner because they didn't field-test these out around police vehicles. That's right. If a cop car snuck up behind an assassin wearing the prototype, the thug would drop his weapons whether he wanted to or not. A working Level 2 version should be coming out any time now. They'll be made of foam-metal alloy, and improve firing accuracy and throwing range.



ARMS 2	
Power Output	8
Resilience	60
Cost	10,000

ARMS 3

Plans are in the works for prosthetic arms so advanced they'll be able to pull a rabbit out of Houdini's ear. These fellows will be faster than the eye can see, dexterous enough to do anything a laser surgeon could do (although probably not to the same effect) and use less power to accomplish it. No, these incredible devices are not yet available in any stores, but any number of accomplished scientists and high-tech hard-hitting computers are hard at work on the designs. The only flaw I predict is that these over paid cyber gurus won't remember to put in fingernails.



ARMS 3	
Power Output	6
Resilience	60
Cost	25,000

Leg Mods

Leg mods affect your Agents in a couple of ways. First, however, let's note which body mods are required for each leg mod:

Leg Mod	Body Mod Required
Legs 1 or 2	Any
Legs 3	Level 2 or 3

Leg mods increase an Agent's maximum Health — every level of leg mod adds 1 ¼ points to an Agent's Health. (See **Health**, p. 23)

Leg mods let you walk more quickly

Leg Mod	Walking Speed
none	10
Legs 1	12
Legs 2	14
Legs 3	16

Finally, leg mods help you run farther without tiring. This is harder to quantify, since your body mod is also a factor, but without mods, you can only run for about half a minute before tiring. With Legs 3, you can run indefinitely without tiring. (See **Stamina**, p. 26, for more details)



LEGS 1	
Power Output	5
Vitality	5
Cost	3000

LEGS 1

Level 1 Legs are your base unit, no frills or fancy functions. They are essentially a molded and flexible plastisteel prosthetic covered by a vat-grown organic outer coating. They don't look particularly real, but then these guys aren't designed to model swimwear. The legs are quite a bit more durable than regular flesh and blood and are a bit faster.

LEGS 2

With a little time and a competent scientist, any research laboratory worth its funding will come up with an upgrade on the common cyborg leg. The usual technique is to incorporate a foam-alloy mesh within the molded plastic, giving the leg a greater durability and increased performance spectrum. It weighs a bit more, of course, but the extra power consumption is mostly compensated by the improved speed, stamina and health. Your average human, for instance, would have a nearly impossible time outpacing a fellow with Level 2 Legs.



LEGS 2

Power Output	8
Resilience	20
Cost	12,000

LEGS 3

No one has come up with a working prototype of Level 3 Legs, but I've hacked my way into a couple of Syndicate databases, and I know it's only a matter of time. All the evidence is pointing toward an infrastructure of Super-Synapse memory plastic that will absorb shocks that would shatter the previous versions. After all, you can only pack so much power into the pistons of a cyborg leg before it tears itself apart. These guys are going to move so fast that their area of operation (i.e., the combat zone) will be dramatically increased. The projects are currently still in the theoretical stage, since the ultimate goal is to have a improvement in performance while using less energy than the previous version. That could be a while in coming.



LEGS 3

Power Output	7
Resilience	20
Cost	30,000



HARD SKIN (1)

Power Output	4
Resilience	100
Cost	20,000

Hard Skin absorbs half the damage from Uzis, Miniguns, Long Range Rifles and structural debris (buildings, cars, and so forth).



FLAME SKIN (2)

Power Output	4
Resilience	100
Cost	35,000

Flame Skin absorbs three-quarters of all fire damage, including fire from Flammies and explosives.

Skins

Skins are only available during the Syndicate and Church missions, and only one Skin of each type can be found in each sequence of missions. They can not be researched, and you can't buy them — you can only find them. No Agent can wear more than one Skin at a time.

HARD SKIN (1)

Do you remember the phrase from your Biology vidclass? "The skin is the first line of defense your body has against external diseases." Yeah, well that's very well and good, but for these cyborg assassins, the skin is the first defense against projectile weapons. They're developing a pachydermis (and I'm sure they don't even think the name is funny) that is flexible and durable, not to mention being pretty near impervious to bullets. Only repeated pounding in the same spot can cause it to shred.

It can be found in Matochkin Shar (Syndicate Mission 3), in the northwest corner at the Zealot base. You must destroy the building on the west side to reach it.

It can also be found in Rome (Church Mission 7), by the three chimneys and IFFs in the northern Syndicate base.

FLAME SKIN (2)

Due to popular demand, scientists are currently working around the clock to furnish the elite killer professionals with flame-resistant dermal coverings. Previous designs were all outerwear — and were utter failures, every last one. Designed for firestorm conditions, the flame-resistant assassin won't have to waste time donning protective gear, nor will he have to deal with restricted peripheral vision. It's not available currently, but a demo version is expected within the year.

It can be found in Beijing (Syndicate Mission 7) when you blow up a bunker at the center of the map.

It can also be found in Cairo (Church Mission 9) when you blow up the four-door building visited by the Executive before the big inspection.

ENERGY SKIN (3)

They've got a pretty clever idea in the offing when it comes to energy skin. It's a concept for an energy-dispersal matrix, or "hydrocarbon polymer augmented by fibre-optic microfilaments," that will essentially "catch" the power burst of an energy weapon and disperse it harmlessly (more or less) over the body. I've heard rumors that some of the excess energy will even be shunted off for use by the cyborg system itself. I don't know if that parts legit or not, however, it sounds infinitely useful, and I almost regret that I can't sign up for one of these things when they come out.

It can be found in Buenos Aires (Syndicate Mission 10), after you blow up the long building in the walled-off base.

It can also be found in Bangkok (Church Mission 18), after you blow up the storeroom used for weapons tests.



ENERGY SKIN (3)

Power Output	8
Resilience	60
Cost	60,000

Energy Skin absorbs half the damage from Plasma Lances, Pulse Lasers, Electron Maces and Graviton Guns.

STEALTH SKIN (4)

They're busting their buns on this one, but I don't know if we'll see results anytime soon. The idea is that they'll somehow be able to make a cyber assassin unrecognizable to enemy surveillance techniques. The methodology is unclear so far, due to the fact this is still vaporware in the early stages of concept, but I think they are basing it on shield technology. If they can mimic the output of a shield — for instance, a shield of the type available to everyday civilians — and then use a holographic field to "color in" a civvie behind the shield, then they've got a way to sneak any of their Agents anywhere they want. The world's going to change when this product becomes available, you bet.

It can be found in Honolulu (Syndicate Mission 15), on the body of the dead Agent by the tanks in the Church compound.

It can also be found in Cape Town (Church Mission 21) in the alley between the two Church porches.



STEALTH SKIN (4)

Power Output	4
Resilience	100
Cost	95,000

Stealth Skin has a mysterious effect not fully explained, but related to the Emperor's New Clothes.

Mods Chart

Now I don't know if you want this, Boss, but you hired me as a spy and I intend to give you enough information to make your eyes bleed. Below is a chart that summarizes the cost of each mod and the effects each mod has on your Agents' abilities. (Selfish, I would hope.) Where three values are given (as in "Adds 1 / 2 / 3 points."), the first number is for a Level 1 mod, the second is for Level 2, and the third for Level 3. For more information, see my descriptions of individual mods (previous pages) and the descriptions of your Agents' abilities (**Demographic Report**, p. 23).

Cost / TL	Health	Shield	Stamina	Toughness	Speed	Other
BODY 5K / TL 1 20K / TL 3 50K / TL 6	Adds 1 / 2 / 3 3 1/2 points. Adds 1 / 1 / 1 1/2 points recovery (per second).		Improves Stamina — run and use drugs longer. Improves recovery.	Adds 5 / 10 / 15 points.		Required for other mods. Body 2 or 3 required for other Level 3 mods.
BRAIN 4.5K / TL 1 18K / TL 3 45K / TL 6	Adds 1 1/2 / 2 1/2 / 3 1/2 points.	Adds 5 / 10 / 15 points.				Extends Persuader/range range to double triple / quadruple.
ARMS 2.5K / TL 1 10K / TL 3 25K / TL 6	Adds 1 1/2 / 2 1/2 / 3 1/2 points.					Extends throwing range by 1 / 2 / 3 double. Improves accuracy while using drugs.
LEGS 3K / TL 1 12K / TL 3 30K / TL 6	Adds 1 / 2 / 3 3 1/2 points.		Improves Stamina — run and use drugs longer.		Adds 2 / 4 / 6 points.	

Equipment

There's an explanation of the statistical terms at the end of my report (page 56). There's also a comprehensive chart in case you want more facts and less explanation.

MINIGUN



Now, Miniguns are a businessman's weapon: the next step up from an Uzi. One advantage is that it's more precise than, say, Razor Wire. It's more powerful than a machine gun, plus it has a wider range. No one doubts that it is definitely more destructive than a Persuadertron. Its cost is well within the affordable range, and in numbers can do considerable damage.

Miniguns are useful for destroying cars and lightly armored people. Anyone who arms his Agents with less than a Minigun won't have very many Agents for long.

RAZOR WIRE



Razor wire is an old-fashioned standby. Derived in concept from the old western barbed wire, this has a few small changes. Firstly, it's much, much easier to carry around. Not only does it roll into a fist-sized parcel, but it comes in a canister that also serves as a dispenser. Secondly, it's much more effective. Barbed wire can be surmounted by an ordinary civilian, and it won't even make a break in the stride of an assassin. Razor wire is such a thin grade of titanium-steel alloy that it is nearly invisible and quite lethal to anyone other than a highly modified Agent.

It is best used for defense purposes, it's usually difficult to lure people into traps. Razor Wire will not harm your own Agents, but it will slow them down as they pick their way through. It is a valuable part of any ambush you plan.



CLASS: KINETIC	
Tech Level	1
Cost	12,000
Energy Used	2
Damage	1
Delay	-
Range	89

ADVICE: These are marvelous, often under-rated weapons. In an equal fight against Pulse Lasers, Miniguns can hold their own due to their short re-fire delay. Never let your Agents go downside without them.



CLASS: KINETIC	
Tech Level	1
Cost	10,000
Energy Used	.5/second
Damage	up to 10
Delay	-
Range	-/-

ADVICE: You can always see wire that you've put down yourself. Wire that someone else laid down only shows up as a tiny glint. Each individual strand inflicts .5 points of damage 20 times before disintegrating — each time someone moves against it, that person takes .5 damage.



Class: KINETIC

Tech Level	1
Cost	4000
Energy Used	.08
Damage	.5
Delay	-
Range	50 -

ADVICE: Professionals tend to require higher powered weapons. The best thing you can do is sell Uzis for the extra cash

UZI



Uzis are such homey weapons; they're fun, they're noisy and they shoot hot lead. Machine guns are as old fashioned as home-baked bread and front porch swings. Lots of civvies carry them for personal defense, and likewise most people carry shields that can withstand a couple of rounds out of one. Really they're not much more effective then yelling (or shoving, to be more accurate), unless you're aiming at someone who's wandering around in nothing but cloth clothes and sandals. Real killers don't tend to use them unless their own gun jams and there happens to be an Uzi lying on the ground nearby.



Class: CHEMICAL (4 per Agent)

Tech Level	2
Cost	8000
Energy Used	6
Damage	-
Delay	3 seconds
Range	60 - 25

ADVICE: Unconscious targets lose their Shields and don't move, so they become easy pickings. Be very sure not to walk too close, since you are just as susceptible to the gas as anyone else.

KNOCKOUT GAS



I've heard that Knockout Gas is going to be making a comeback. I would have thought the world has gotten much to violent for such a non-lethal solution, call me a cynic. Knockout Gas is essentially a canister of pressurized carbon monoxide. When inhaled, carbon monoxide forms a better bond with the body's hemoglobin, preventing the available oxygen from enriching the blood. You essentially fall unconscious from strangulation and wake up 15 or 20 seconds later later - with a headache that'll make you want to cut your head off.

MEDIKIT



If you haven't used one of these things, you've led altogether too pampered a life. Me, I never go out of doors without one. On numerous occasions I've even returned with one unused. It patches up abrasions, scratches, scorchs, punctures and gashes. Sometimes I've thought that its anesthetic and dermal repair sheets were my only friends in the world. They are also equipped with a sprinkling of surgical nanobots, the idea of which makes my veins itch.

Each kit is only good for one use, due to sterilization issues. That's a real shame, too. They're really too big to carry more than one.

PERSUADERTRON / INDOCTRINATOR



I don't really think I need to explain the Persuadertron to you. It's been standard issue for quite a while, the Syndicate could never have risen to power without it. It's a nice little point-and-shoot device used in the field to suborn anyone who might resist being kidnapped. One little zap and the nastiest bloke in the world will follow you like a puppy. As a matter of fact, it will even convince your enemies to fight beside you in battle. Personally that would make me nervous, but in a pinch you take what you can get.

The only thing that might be news to you is that the Church of the New Epoch has reverse engineered the device, so no one is safe. They call theirs an "Indocinator" because they have to feel special.

- Civilians take roughly 5% of a full energy charge
- Policemen take around 20% of a charge
- Military Personnel take about one-third of a charge
- Full Syndicate Agents take approximately half of a charge depending on their Brain Mod strength
- Zealots cannot be Persuaded by a regular Persuadertron



Class: BIOMEDICAL

Tech Level	2
Cost	3000
Energy Used	.6
Damage	-
Delay	-
Range	...

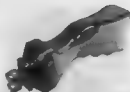
ADVICE: One per Agent. Always.



Class: COMPUTER

Tech Level	2
Cost	15,000
Energy Used	3 x P
Damage	-
Delay	-
Range	30

ADVICE: Get at least one of your guys a Persuadertron/Indocinator as soon as possible. Also be aware that the more powerful the enemy, the more energy it takes to bring him over.



Class: COMPUTER	
Tech Level	3
Cost	20,000
Energy Used	.
Damage	.
Delay	.
Range	10

ADVICE: This is researched by the Church of the New Epoch and, although the trick is to get close enough to use it, is the only thing that performs this function.

DISRUPTER



In a nutshell, this is an anti-Persuadertron; it prevents anyone from borrowing your brain. It is also effective against the Church's Indoctrinator. It is definitely a handy little device to have in your pocket whenever you have to run errands.

Of course, its main use is in releasing Persuaded people from the clutches of your enemies. The only problem is that you have to get close to your target before it does any good — a definite drawback. When you do get within range, though, it does a bang-up job. The Disrupter uses ion wave interference to scramble the Persuadertron/Indoctrinator's CHIP control beam, returning any "Persuaded" people to their original CHIP state. The device is designed to be aimed, not at the Persuadees, but at thug who is herding them to their final destination. In other words, it works much better when aimed at the source.



Class: ELECTRIC	
Tech Level	3
Cost	42,000
Energy Used	.02
Damage	2
Delay	5
Range	90

ADVICE: Really, if you have the choice, it's cheaper to get a Pulse Laser, and the effect is essentially the same.

Electron Maces can be supercharged.

ELECTRON MACE



This is the first weapon that the Church built from their own research laboratory. It's a good, basic weapon with a lot of thought behind it. I'm personally fond of the idea of putting a lightning bolt into a whip; it must be the romantic in me. It packs about twice the punch that a Minigun carries, yet is remarkably frugal in its energy consumption. Apparently they've figured out some way of using "subatomic levers" to keep the power output down. It can be overcharged for extra kick. I snuck a peek at the testing specs — apparently using one of these whips on an unshielded person has the same effect as pole-axing a duck.

PSYCHO GAS



Okay, you paid for a professional spy, and I'm going to tell you something that no one else knows. The guys in the lab are developing a chemical gas that drives people insane. Well, all right, you probably knew that. In fact, stuff like that's been around for decades, and has been used off and on with varying degrees of success. What you might not have known is that the new stuff that's bubbling in the vats is actually a derivative of the Creation planet fungus and ... catnip. That's right, it is now possible to get kitty-spleefed to death.

Not that the Psycho Gas is deadly in itself, I'll point out. It's just that when someone recognizes that he's outnumbered and sprays the crowd with the noxious gas, the next thing he's going to do is spray 'em with bullets. There will be no resistance, either, because everyone will either be shooting their allies or the pink flying rabbits they'll be dodging.

PULSE LASER



The only thing particularly surprising about the Pulse Laser is why it hasn't come before now — years ago, in fact. We've had the basic technology — TriSodium B9 gas — for quite a while, but apparently this weapon has been on the back burner of a handful of development labs for nearly two decades. As far as I can figure, they haven't been able to prove feasibility. That sounds suspicious to me, I've seen the blueprints, and it's going to be a particularly nasty thing to have pointed in your direction. Its most useful feature is that it will have an overcharge capability to up to ten times per minute. That'll come in more than handy when you're face-to-face with a roomful of bad guys, let me tell you.



Class: CHEMICAL (4 per Agent)

Tech Level	3
Cost	10,000
Energy Used	6
Damage	-
Delay	3 seconds
Range	60 / 25

ADVICE: Frankly, this is one I wouldn't take on a mission. If you do, only use it against a group of enemies, since the main advantage is the "shooting their allies" effect. Its effect lasts about 15 to 20 seconds. Don't try to use it as a particularly strategic weapon, since the results, by definition, will be unpredictable.



Class: ENERGY

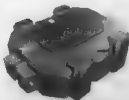
Tech Level	3
Cost	37,000
Energy Used	.02
Damage	2
Delay	.5 seconds
Range	90 / -

ADVICE: This is perhaps not as useful as the Mingen with its constant stream of damage. If you're watching your finances, then arm your Agents with Miniguns and sell any Pulse Lasers you find on dead enemies.

**Class: CHEMICAL**

Tech Level	4
Cost	16,000
Energy Used	.7/second
Damage	10/second
Delay	-
Range	40 / 5

ADVICE: Lots of fun, but expensive in money and energy. It won't be worth the cost unless you're in the middle of a large, hostile crowd. An added drawback is that Agents carrying a Flamer are slowed to half speed because of its instability.

**Class: KINETIC (4 per Agent)**

Tech Level	4
Cost	48,000
Energy Used	2
Damage	50
Delay	3
Range	- / 40

ADVICE: This carries an enormous wallop; it's similar (in blast and radius) to a Nuclear Grenade with about a 12-second fuse. You can also set it off by shooting it.

FLAMER

Pyrotechnics: you gotta love 'em. This is the same tried and true favorite that's quelled unruly crowds since pre-corporate times. It's petroleum based, and if that doesn't date it, I don't know what will. The concept is beautiful in its simplicity. Take a sticky, semi-fluid substance, ignite it and throw it at somebody who's annoying you. They run around, confusing the situation and distracting the natives. It has the notable side benefit of broadcasting fear to nearby people — fostered by the victims' screams and the primitive brain's inherent horror of burning. Its best known uses are on crowds and street mimes.

HIGH EXPLOSIVE

An, getting back to the basics: a timed explosive that goes boom. You may ask why a simple bomb requires ongoing research in this day and age, when we've been happily blowing things up since before forks were invented. The answer is simply that these bombs won't go off prematurely. About five years ago somebody came up with a device that let the enemy set off any timed bomb while the Agent was still carrying it. You know the saying about being hoist with your own petard? Well, people were getting hoisted left and right. It didn't pay to send anyone out with a bomb under his trench coat, because within three minutes you'd be scraping the guy off your own front door. Research is currently working on a timer-code randomizer, so no one can use a remote to set it off prematurely. The detonation ought to be enough to toast any vehicle, or put a good size dent in a building. It will also cull off any slow Agents in the area — so if you see someone drop a suitcase and run like mad, you'd better run, too.

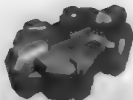
It inflicts 50 points of shockwave damage at its epicenter, plus significant fire damage to anyone caught in the fireball.

ION MINE



This is a sweet little gadget which, when it comes out, will make life easier for everyone — except, of course, the ones who are targeted. The basic theory is that a magnetic pulse, if strong enough, will fry any electronic devices within range. Housed in a little package rigged with a proximity trigger, it can stop any vehicle more advanced than a horse-drawn buggy dead in its tracks. This is currently spec'ed to send out five energy tendrils that strike for a point of damage. Each tendril has a 50/50 chance of leaping on to another victim, and so on for up to five victims per tendril (but it will never leap more than 40 yards at a time). No one gets hit more than once, but people who are "Persuaded" will probably regain control of themselves. In fact, if theory holds true, even Shielded victims will regain control.

For added value, it's only supposed to strike at your enemies!



Class: ELECTRICAL (4 per Agent)

Tech Level	4
Cost	62,000
Energy Used	.06
Damage	1
Delay	5
Range	40

ADVICE: This is probably not worth the room it takes in your arsenal. Carry it if you think there's a special reason you'll need it, otherwise it is usually better to leave it behind.

CERBERUS IFF



The Cerberus Drone, from all I can tell, is the meanest rent-a-cop currently being designed; it sounds like an electronic cross between a bouncer and a wolverine. If you place it carefully, it will use its Pulse Laser to perforate anyone who's trying to sneak up on you. Unlike its human forerunner, this guard won't fall asleep, run off to find a lavatory or be distracted by the weather. Only destruction (Health 30) or the exhaustion of its power supply will cause it to fail.

The discussion currently under debate is whether the design will include instructions to fire at everyone, or only hostile forces. My prediction is that it will only attempt to destroy perceived threats. Either way, however, it'll be a useful thing to have watching your back.



Class: ALIEN TECHNOLOGY

Tech Level	5
Cost	65,000
Energy Used	6
Damage	5
Delay	.25 seconds
Range	-170

ADVICE: This is only beneficial if you are very familiar with the layout of the area, and can plot accordingly. Used well, you can double your firepower. There isn't any way to tell whose side one of these machines is on, so you've got to be careful approaching them. They probably won't kill you, but they should still be treated with respect.

**Class: COMPUTER**

Tech Level	5
Cost	100,000
Energy Used	.5/second
Damage	-
Delay	-
Range	-

ADVICE: Be on the lookout for Pinks — or whomever — who might be in the mood to shoot civilians. Just because you look like someone else doesn't mean you're safe everywhere.

CLONE SHIELD

This one, boss, is an educated guess. This is something that I haven't seen any hard facts on it, in fact I haven't even heard any rumors about it. I just know it's coming.

Sooner or later somebody is going to come up with a way to disguise themselves from any computer scanning devices. My guess is that instead of taking the precarious route of invisibility — with its many opportunities to be foiled — they would instead concentrate on *tricking* overhead scanners. My guess is that it would use a combination of holographic imaging, direct relay feed and probably some amount of traitor code in the UTOPIA core programming. The goal would be to have Agents on infiltration assignments look like regular civilians or executives.

**Class: KINETIC**

Tech Level	5
Cost	75,000
Energy Used	3
Damage	8 + 10
Delay	30
Range	120 + 30

ADVICE: Although it is a heavy, expensive weapon that uses a lot of energy, you're going to love this one. One rocket should be able to turn four or five clustered Agents into a nice red mist; four blasts ought to take out a Police car. Recharge takes a while, but since you get four shots before you have to reload, recharge shouldn't be a problem.

LAUNCHER

I can hardly wait until this one comes out. I want one of these to put under my pillow, just in case a tank comes in through a window. This is what you want to have when you go after a big, mean assassin who's drugged to the eyeballs with "Red Mist" and has all the latest mod advances. This is not your grandmother's rocket launcher, no sir. This one is planned to have a grenade that can actually home in on — and to some extent adjust course to best hit — its target. It's even got target-seek gyro-stabilization, whatever that is. With a toy like this, you can take all the other toys in the neighborhood.

The impact is supposed to inflict 8 points, while the resulting shockwave contributes another 10 points (at the epicenter).

There are two ways to deal with enemies who have Launchers. The best method is to pick them off from a distance with a Long Range Rifle. The second way is to run around building corners in the hopes that the enemy Agents fire prematurely and hit the building — wounding themselves and their companions.

LONG RANGE RIFLE



Figuring out about the latest, greatest long range rifle wasn't exactly the most dangerous sleuthing job I've ever had. The main propulsion device is under design by a commercial company, so I just accessed their marketing department's info site. Below is the writeup.

"The new LR Rifle uses monopolar sled technology to accelerate high caliber depleted uranium ammunition to Mach 5.2. The sled's capacitors completely discharge in a single shot and must be fully recharged before firing again, but accuracy and operational range are unequaled by other deliver systems. In keeping with the design spec, the rate of fire sacrifice buys on-the-fly re-calibration, making this the optimal sniper's weapon."

Sounds snazzy, doesn't it? They also make it sound like it's already in production, but that won't be for a while yet. It seems they're having trouble making the rifle match the sales pitch.

The downside is that it has a very long reload time, and it takes about 20% of your available energy — so don't get caught in a standup shoot-out. Instead, try to sniper the first few enemies, and then switch to something else for the rest of the fight. Still, it's worth carrying.

AUTOMEDIKIT



This is the upgrade soon to be on the market. It's got all the benefits that the current one has, plus a couple of very useful upgrades. In the first place, the device is worn next to the skin and is constantly monitoring the wearer's condition. If the wearer is hurt, and his condition deteriorates below a certain level, the medikit automatically kicks in, and sends out the surgical nanobots. Not only is the procedure self-activating, but the nanobots are of a much higher quality, performing their duties faster and more efficiently.

This device does not guarantee immortality, however. The aid will take a minute or two to kick in, so if you're being carved up by a laser and can't get away, you'll probably be too dead too soon for the medikit to do any good.



Class: CHEMICAL	
Tech Level	5
Cost	30,000
Energy Used	2
Damage	13
Delay	7
Range	160..

ADVICE: This is a sweet weapon. One shot will take out an unarmored target. Two shots will toast an average Agent, and three should snuff a cyborg with all the latest advances. Four Agents with L.R. Rifles should be able to use hit-and-run tactics to wipe out an army.



Class: BIOMEDICAL	
Tech Level	6
Cost	13,000
Energy Used	.6
Damage	-
Delay	-
Range	..

ADVICE: One per Agent. In addition to the regular medikit always. Especially always if you tend to get distracted and not notice when one of your Agents is dying. Two medikits give your Agent three lives.



Class: NUCLEAR

Tech Level	6
Cost	100,000
Energy Used	6
Damage	100 + fire
Delay	3
Range	60 / 40

ADVICE A very handy weapon for almost any situation. When firing this, however, be careful to avoid nearby objects like lamp-posts, wire fences or other everyday items. You definitely do not want to be caught in the blast.



Class: COMPUTER

Tech Level	6
Cost	45,000
Energy Used	3 x P
Damage	-
Delay	-
Range	40

ADVICE Have it when you need it. That's really all the advice that can be given.

NUCLEAR GRENADE



It's only a matter of time before they figure out how to contain the blast of a nuclear explosion, and then there will be pocket-sized nuclear bombs on the market. Currently they are experimenting with stressed Technium to keep the chain reaction within a couple of city blocks. Furthermore, they hope that a custom isotope will bring the radiation levels to within acceptable levels within moments. All the destruction, none of the cleanup detail. It will detonate on contact with any solid object, and will destroy a couple of buildings or a medium sized crowd.

This is another of those handy shockwave weapons that strips its victims' Shields before inflicting damage. If you take a shock-wave, and then stick around for the fireball... toast.

PERSUADERTRON II



It's not just the Syndicate vs. the helpless civilians anymore, and the Syndicate doesn't like it. Their top scientist, Drennan, is doing some serious research into Church technology, and is concentrating his efforts on developing a Persuadatron capable of taking control of the minds of the Zealot Agents. That's going to be handy for his side when he gets the device perfected. Think of it, just when one of his Agents is going to have to go against a team of Zealots, he can zap them with his new gizmo and suddenly have twice the firepower he had when he started. This is guaranteed to get the attention of the Church, and not just a little!

STASIS FIELD



Now, I'll be honest with you, boss. This is one of those things where I'm a little hazy on the subject. No one knows for sure what is going on, but I've been able to eke out some information from computer relays, poorly deleted hard drives and the old-fashioned gossip chain. It seems the Church has been using alien technology to alter time in a very localized area. I heard a rumor that some people are going to use it to put themselves in suspended animation until the whole mess blows over, but I think that's unlikely — if only for energy consumption issues. Rather, I think the Church is planning to use this as a weapon. If someone gets caught in the range of this thing, they'll be stuck in an eddy of time — essentially held immobile, unthinking and out of the way — for around 15 or 20 seconds. That could be useful, but I can't think of a time I wouldn't rather have a bullet.

DISPLACERTRON



This is essentially Professor Drennan's idea for a time gun. From what I've heard, the effect is the exact opposite of the Stasis Fields. Shooting this device at someone, according to what I've learned, is the same thing as picking him up and flinging him through time — although only about 30 seconds or so, really. The guy I talked to was rambling about ultra-dense matter surrounded by a stroboscopic stasis shell and how this all links with access to a higher dimensional time. At the time I thought he was a bit nckety in the head works, but since then I've heard of the alien technological breakthroughs.

No, I don't know if the victim is annoyed when he gets there. All I've got to go on is the mutterings of a shell-shocked scientist, and a couple of specs I found in his pockets. I'll let you know more when I see one of these in action ... from, I hope, a distance.



Class: ALIEN TECHNOLOGY

Tech Level	6
Cost	110,000
Energy Used	2
Damage	-
Delay	2
Range	80 / 40

ADVICE: This effect can include you if you aren't careful. It's very effective when used in conjunction with a Nuclear Grenade.



Class: ALIEN TECHNOLOGY

Tech Level	7
Cost	130,000
Energy Used	6
Damage	-
Delay	7
Range	80 / 10

ADVICE: There are only two effective ways to use this as a weapon. The first method is to displace an enemy and then place a mine where he was (and will be returning). The second is to call in a Satellite Row strike, and then, right before the attack, displace yourself to the future. It'll take timing and a lot of luck, so only use it when you're about to be blown into component parts.



Class: KINETIC	
Tech Level	7
Cost	105,000
Energy Used	
Damage	50 x 10
Delay	
Range	- / 40

ADVICE: Since you can only call down a strike on the area that you are in, you have about 15-20 seconds to get as far away as possible.

SATELLITE RAIN



You gotta admit that the ability to call down a contained nuclear strike any time you want is a useful ace-in-the-hole. The Syndicate is working toward this goal even now, and they are rigging their orbital platforms with tungsten-uranium alloy rods in point-and-shoot devices attached to the downward side. The theory is that whenever you need a little help from heaven, you just dial up an air strike, and they fire off one of the rods at the location you've indicated. As it enters the atmosphere, the re-entry heat melts it into a plasma "rain." It's timed so that once the first "raindrop" hits, another nine follow about every two seconds, just as regular as clockwork. And if the basic damage isn't enough, this is planned to be another shockwave weapon, stripping off any nearby Shields.

TRIGGER WIRE



This is a variation on Razor Wire. The basic material is the same — titanium-steel alloy fashioned into a strand only a few molecules thick. Even the better mods have trouble recognizing this stuff before it's too late. The twist to the Trigger Wire is that brushing against it sets off a series of small but violent explosions along the entire length of the wire.

This is a bit more useful in the realm of access prevention because not only does it do more damage to whomever is trying to sneak in, but it provides more warning that something has gone wrong. Where someone being cut up by Razor Wire might be fanatic enough to keep his mouth shut while his friends go through unhindered and undetected, Trigger Wire lets you know for certain someone's getting shredded.

Like Razor Wire, you can see the stuff you put down clearly, what someone else put down only shows as a tiny glint. Unlike Razor Wire, this is a deadly trap.

Class: KINETIC	
Tech Level	7
Cost	95,000
Energy Used	3/second
Damage	10
Delay	-
Range	- / 40

ADVICE: Be careful to be far enough back. Just because somebody else causes the explosion doesn't mean it can't harm you. And even after it's been triggered, watch out — there's a one-to-eight chance it will still be there when the dust (and blood, and shrapnel) clear.

CHROMOTAP

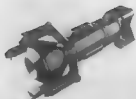


The code name for this project is the "Soul Gun Endeavor." It's a bizarre concept on the surface, but I suppose it makes sense when you think about the physics of it. Well, I wouldn't go so far as to say it makes sense, but then this is based on alien technology, and that's got to mean something. The gist of it is people have a vital electrochemical energy that can be used for various things. That makes sense so far, especially when you consider that the CHIP-heads don't walk around with a rechargeable battery packs strapped to their waists. CHIPs use internal bio-energy, although they don't use much. What the Chromotap does is siphons off the remnant bio-energy out of dead bodies, on a cellular level. The energy then gets stored in the device's controller, to be used by the Agent if he needs it. The perfect pick-me-up after a snoot out, it sounds like. However, while you are using it, your shields are weakened — to allow the energy transferal — so you are especially vulnerable.

PLASMA LANCE



People expected weapons like this back from the moment they discovered atomic power. When this goes on the market, it'll be the legendary "disintegrator ray" that was portrayed in the low-budget vidflicks from way back when. The spec sheet says that it will use magneto-amplification along with a beam-structured force field to convert atmospheric molecules into plasma. Essentially, it'll be vaporizing anything it hits by superheating it — and we're talking star hot here. What's more, you can bet there's going to be collateral damage, but I won't even guess the extent; I'm just a lowly spy. Just in case you aren't impressed yet, they intend for this to be a super-chargeable weapon, just in case it runs across a tempered material that might put up some resistance.



Class: ALIEN TECHNOLOGY

Tech Level	8
Cost	120,000
Energy Used	2
Damage	-
Delay	-
Range	40

ADVICE: It's handy, but you'll get more good if you carry two types of Modikits.



Class: ELECTRIC

Tech Level	8
Cost	200,000
Energy Used	.04
Damage	5.5
Delay	-
Range	100

ADVICE: This is very useful for blowing things away. It essentially replaces your Minigun — although a Minigun is always handy to have.



Class: ENERGY		
Tech Level		9
Cost		NA
Energy Used		34
Damage	20 + 10	teardrill
Delay		10
Range		110

ADVICE. Don't expect this to be available anytime soon, but when it is, it is too powerful to actually be sold. It will be custom made for Very Special Customers, and the only way to get one will be to find and take it. Note that if you get one, it'll only target your enemy.

GRAVITON GUN



This is one of those occasions where someone comes up with a crazy idea and it gets taken up by management as a "flagship" project. If enough money gets thrown around, it might actually happen. The general idea is that if you disrupt the gravitons in an object, the molecules will fly apart. Odds are that there won't be so much as a dust puddle left behind.

I'll give them credit for taking a fresh angle on martial merchandise. They plan to use graviton prisms and Noxon to create an anti-gravitic chain reaction. All this is going on while you hold the trigger down. When you release the trigger, the destructive power will be guided down a "pipeline" of magnetic polarization in the direction of the target. When it hits, there will suddenly be no more target. That's the idea, anyway. My guess is that anything standing near the target will also get vaporized, but maybe I'm being paranoid.

Equipment Chart

Tech level determines which equipment is available in a multi-player game, based on the max tech level set for that game.

Cost lists how much the item costs, once you have researched it and can buy it. Normal research funding is 10% of the cost. You are credited with half its cost if you sell it.

Energy is how much energy the item consumes. For some, this is the Energy cost per second of use, for Persuadertrons, Energy cost is determined by the Persuadertron points of the person being Persuaded/Indoctrinated.

Damage lists how much damage each weapon inflicts.

Delay is the refill delay between shots/uses.

Range gives the effective range of the item, in yards. The first value is how far the item can be effectively shot, thrown, or otherwise manipulated. Obviously, the range of a rifle is not greater than 160 yards, but that is its effective range in a crowded city, at night. The second value is the radius of effect of the item.

Spec. lists special features: those that can be supercharged (**SC**), or have a rapid fire capability (**RF**); those that detect Enemies and those that generate a shockwave (**SW**) or a fire (**F**).

Item	Tech	Cost	Energy	Damage	Delay	Range	Spec.	Shd.	F-S	B-S	F-C	R-C
Minigun	1	12K	2	1		80	RF	Y	Got	Got	0	0
Razor Wire	1	10K	5 sec	up to 10				N	1	2	Got	Got
Uzi	1	4K	08	5		90	RF	Y	Got	Got	Got	Got
Knockout Gas (Synd.) ****	2	8K	6		3	60-25		N	Got	Got		
Medikit *	2	3K	6						Got	Got	Got	Got
Persuadertron Indochinolor	2	15K	3 x P			30		N	Got	Got	Got	Got
Disruptor	3	20K				10		N	5	6	3	6
Electron Mace	3	42K	02	2	5	90	SC	Y	7	8	4	4
Psycho Gas ****	3	10K	6		3	60-25		N	0	1	Got	Got
Pulse Laser	3	37K	02	2	5	90	SC	Y		4	5	
Flamer	4	16K	7 sec	10 sec		40-5	RF-F	N	2	4		2
High Explosive ****	4	48K	2	50	3	40	SW-F	N 1	1	2		0
Ion Mine *****	4	62K	04	1	5	40	E	Y	4	5		3
Cerberus IFF *	5	65K	6	5	25	70	E	Y	6	7		5
Clone Shield	5	100K	5 sec						10			8
Launcher*	5	75K	3	8	2	120-30	SC-SW	Y N 1	8	10		7
Long Range Rifle	5	30K	2	13	6	160		Y	2			1
Automat'kit *	6	13K	6							12		9
Nuclear Grenade ****	6	100K	6	100	3	60-40		N 1		11		18
Persuadertron II (Syndicate)	6	45K	3 x P			40		N	18 °			
Stasis Field	6	110K	2		2	80-40		N	17	18		16
Displacertron	7	130K	6		6	80-10		N	21			20
Satellite Rain *	7	105K		50 x 10		40	SW-F	N 1		14		14
Trigger Wire	7	95K	5 sec	10		40	SW	N		17	17	17
Chronstop (Church)	8	120K	2			40						21
Plasma Lance	8	200K	04	55		100	SC	Y	17	19		19
Gamilton Gun	9	n.a.	04	plenty	1	110	SC-E	Y	22		25	

Shd., tells which weapons can be blocked with a Shield — Yes or No. **N 1** means that it not only isn't stopped by a Shield, but that it totally drains the Shield (see **Explosions and Shockwaves**, p. 25)

F-S and **F-C** list the Syndicate and/or Church missions in which the item can first be found.

R-S and **R-C** list the Syndicate and/or Church missions after which the item can first be researched.

In all of the above, **Got** means that the item is available before the first mission.

* = this is a one-use item

**** = one-use items, but each Agent can carry four at a time

° = received automatically

† = supercharge for improved accuracy, but no additional damage

RESEARCH

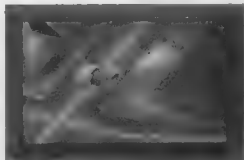
Scientists, Money and Development Time. A research project will take ten days—provided it has four scientists and 10% funding. If you have fewer scientists, it takes less money; it will take longer. If you have more scientists or invest more money, it takes less time. Note that you don't have to decide how to divide your scientists— even if you have two projects under research, all your scientists contribute fully to both projects.

What's 10% funding, simply enough? It's the purchase price of the item. A Long Range Rifle costs \$3,600. Or, so the normal research cost is \$3,600. It usually is assumed that you will pay 10% of the cost every day for ten days. But you can negotiate that.

The relationship between the number of scientists (or amount of funding) that you lack and the amount of time the project takes is linear. That is, if you only have two scientists, then the project will take twice as long. Similarly, if you only invest half the suggested funds, it will also take twice as long. (Yes, I know that you start out with four scientists, but a really sloppy executive can lose a few. Did I know that, did you? If you are in a mission that has scientists in it, don't let them get shot. They might be your guys.)

Development time decreases similarly. If you have less than 100% funding, 50% present funding will make the project run twice as long as it would fully bankrolled.

Now, contrary to the prevailing belief structure, throwing more money (or people) at a project is not always a useful thing. Sure, if you ask a scientist what time of day it is, he'll tell you that he needs more funding before he can give you an answer, but let's talk reality. There is a point of diminishing returns. The following table shows how long it will take to research any project, based on how many scientists and how much money you invest in it.



Credits Scientists	25%	50%	75%	100%	150%	200%	300%	400%	Too Much
1	160	80	53	40	32	27	23	21	20
2	80	40	27	20	16	13	11	11	10
3	53	27	18	13	11	9	8	7	7
4	40	20	13	10	8	7	6	5	5
5	36	18	12	9	7	6	5	5	4
6	32	16	11	8	6	5	5	4	4
7	29	15	10	7	6	5	4	4	4
8	27	13	9	7	5	4	4	4	3
Too Many	20	10	7	5	4	3	3	3	3

The final row (Too Many) and final column (Too Much) list how much more time you can save if you throw an infinite number of scientists and/or money at the project. As you can see, doubling your initial number of scientists (from 4 to 8) or doubling your research funds gives a somewhat significant return in rapid research — doubling either one cuts three days off the research time (from 10 days to 7 days), while doubling both cuts another three days (down to 4 days). The only way to reduce it even one more day is to throw 50 or 60 scientists into your lab (and there aren't that many scientists you can Persuade), or to throw 50 or 60 times the money at it (and you have far better things to do with your money).

Also note that you can invest any amount you want (in increments of 1000 credits) — just because the table has no columns between 75% and 100% doesn't mean you can't invest 87% or 93.67234%. The table gives you guidelines for how long it will take, but invest as much as you want.

The gist is: consider doubling your funding and scientists, but don't do more.

Simultaneous Research

You can only research one mod at a time, and one other item at a time. However, you can research two projects at once — one mod and one non-mod.

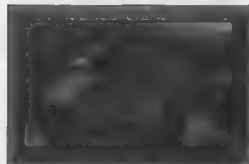
Items Submitted

You probably already know that when you find a weapon during the course of a mission, you have the choice of whether to use it in subsequent missions, or to submit it to your Research and Development labs. (Of course, if it was the mission objective, you can't use it or submit it for research — you must turn it over to the Powers That Be, and you'll never see it again.) Note that finding an item and submitting it sometimes allows you to begin research on that item earlier than otherwise would have been possible. (See the **Equipment Chart**, p. 57, for when items become available.)

You are also likely to be aware that every time you fire a weapon you've found, but haven't researched, you run a 25% chance of depleting your weapon energy pool. That's what happens if you use an item you don't understand.

Note, though, that anything you submit to R&D disappears. They take it apart so thoroughly that there's nothing left to use when they finish with it.

What you might not know is that statistics show that for every weapon you submit to your R&D guys, you decrease the development time by a fraction. **Each item submitted decreases the research time for that item by 8/9ths.** In other words, if you submit a Flamethrower, you cut the normal research time for a flamer from 10 days to 9. If you submit 6 Flamethrowers, it'll take your lab guys only half the time to reverse-engineer the thing than if they were working from scratch.



Items Submitted

CREDITS AND SCIENTISTS	0	1	2	3	4	5	6	12
50% AND 4 SCIENTISTS, OR 100% AND 2 SCIENTISTS	20	18	16	14	13	11	10	5
100% AND 4 SCIENTISTS	10	9	8	7	6	6	5	2
200% AND 4 SCIENTISTS, OR 100% AND 8 SCIENTISTS	7	6	5	5	4	4	3	2
100 MUCH MONEY AND TOO MANY SCIENTISTS	3	3	3	2	2	2	1	1

Again, the Law of Diminishing Returns kicks in. You can give your scientists a six Flamethrowers you find (assuming you can even find that many), but wouldn't you rather just give them 4 — or even 3 — and keep the last couple to use? When research is fully successful, you still have to pay to build new equipment. Flamethrowers cost 16,000 Cr — you're probably better off taking an extra day or two for research and saving some of the flammies for missions.

Suspended Research

You can always suspend research on one project and begin researching something else. The good news is that you can later go back to the original project and continue research on it, at no additional cost. The bad news is that you can't get any unspent money back — once funds are committed to a specific project, they are unusable for anything else.

Auto-Research

Auto-research keeps your scientists busy, even if they finish a project while you're off managing a mission. Rather than twiddling their thumbs, they'll choose whatever weapon or mod available to be researched has the highest technology level. They'll keep the funding the same as on the previous project (something you'll probably want to adjust once you return to base), but in the meantime they make progress rather than sitting on their hands.

Dropouts/ Problems	Identifiers/ Ratios	Infrastructure/ Inputs	Dialect/ Style	Commerce/ Output/Exits	Toxicity/ Issues
Adelaide	8.1 M	Simple Urban	Sub-English	Brewing, Animal Husbandry	Chemical Waste Animal Effluent
Al Manamah	10.98 M	Complex Urban	New Arabic	Fuel Refining, Mineral Processing	Chemical Waste
Anchorage	2.2 M	Complex Urban	American	Water Detoxification	Chemical Waste
Bangkok	24.37 M	Ultra-Metropolitan	Pseudo-Thai	Simulant Manufacture, Tourism	Chemical Waste Human Effluent
Beijing	38.89 M	Ultra-Metropolitan	Proto-Mandarin	Plastics Fabrication, Hardware Manufacture	Radioactive Waste Human Effluent
Beirut	0.75 M	Sub-Sub-Simple Urban	New Arabic	Weaponry Manufacture	Chemical Waste, Human Effluent
Buenos Aires	15.71 M	Ultra-Metropolitan	Model	Foodstuff Manufacture	Heavy Industrial, Human Effluent
Cairo	3.16 M	Simple Urban	New Arabic	Historical Artifacts, Tourism	Chemical Waste
Cape Town	10.27 M	Complex Urban	Afrikaans (Ancient)	Mineral Processing	Heavy Industrial
Christchurch	4.9 M	Simple Urban	Idiom Bahasa	Clothing Fabrication, Foodstuff Preparation	Chemical Waste
Colombo	3.35 M	Simple Urban	New Sinhalese	Water Detoxification, Air Re-processing	Radioactive Waste
Colombo Orbit Station	0.0001 M	Experimental	EuroCorp Technical Multi-State Code	Interstellar Transport, Micrographic Manufacture	Nil
Detroit	10.98 M	Complex Urban	New American	Vehicle Manufacture	Heavy Industrial, Radioactive Waste
Freeport	0.18 M	Sub-Simple Urban	Idiom Afrikaans	Ore Processing	Light Industrial
Geneva	7.65 M	Simple Urban	Common Central European	Water Detoxification, Air Re-Processing	Radioactive Waste
Georgetown	0.08 M	Sub-Simple Urban	Idiom Spania	Mineral Extraction	Chemical Waste
Hanoi	3.3 M	Simple Urban	Zonal Mandarin	Animal Husbandry, Vegetative Re-Processing	Animal Effluent, Chemical Waste
Hong Kong	17.55 M	Complex Urban	Indo-Chinese	Memory Plastics	Light Industrial
Honolulu	7.01 M	Simple Urban	New American	Water Detoxification, Air Re-Processing	Light Industrial
Johannesburg	15.64 M	Complex Urban	Afrikaans (Ancient)	Mineral Processing	Heavy Industrial
Lagos	1.25 M	Simple Urban	Idiom Afrikaans	Ore Extraction	Heavy Industrial
Lima	3.4 M	Complex Urban	Idiom Spania	Weaponry Manufacture	High Radioactive Waste, Heavy Industrial
London	21.13 M	Post-Industrial	Low English	Software Engineering, Financial Services	Chemical Waste, Human Effluent

City/Region	Population	Infra-structure/ Geography	Dialect/ Language	Commercial/ Material Niche	Toxicity/ Legacy
Moscow	8.5 M	Complex Urban	Zonal Mandarin	Furniture Manufacture	Light Industrial
Moscow Sher	0.017 M	Simple Urban	Proto-Moscow	Air Re-Processing	Light Industrial
Moscow	0.65 M	Sub-Simple Urban	Miami Africans	Distilling	Light Industrial
Moscow	16.54 M	Complex Urban	Maldiv	Clothing Fabrication, Distilling	Radioactive fallout Human Effluent
Moscow	2.3 M	Simple Urban	Neutral Somali	Animal Husbandry, Tanning	Light Industrial
New Delhi	28.73 M	Ultra-Metropolitan	Proto-Hindustani	Intelligent Clothing	heavy Industrial Chemical Waste human Effluent
New York	25.24 M	Post Industrial	High English	Weaponry Manufacture	Ultra-heavy Industrial Radioactive Waste human Effluent
Osaka	0.065 M	Municipality	Demi-Scandinavian	Air	Low Radioactive
Osaka	0.48 M	Simple Urban	Russian (Ancient)	Distilling	Radioactive fallout
Phoenix	13.76 M	Complex Urban	American Continental Interior	Power Generation	Radioactive Waste
Port Moresby	0.93 M	Sub-Simple Urban	Idiom Bahasa	Oil Extraction	Chemical Waste
Roskilde	4.37 M	Simple Urban	Demi-Scandinavian	Water Detoxification, Air Re-Processing	Radioactive Waste
Riyadh	2.03 M	Simple Urban	New Arabic	Fuel Refining	heavy Industrial
Rome	10.92 M	Post-Industrial	Low Latin	Consumer Durables	heavy Industrial
Salzburg	9.27 M	Complex Urban	New-Slavic	Vegetative Regeneration	Light Industrial
Santiago	7.81 M	Complex Urban	New Spanish	Rubber Production	Chemical Waste
Sao Paulo	18.9 M	Ultra-Metropolitan	Portuguese (Ancient)	Mineral Extraction	Radioactive Waste, Light Industrial
Seoul	6.5 M	Complex Urban	United Korean	Chemical Processing Vehicle Manufacture	Chemical Waste, Heavy Industrial
Sovietopol	9.26 M	Complex Urban	Moldav	Distilling	Radioactive fallout
Singapore	21.71 M	Ultra-Metropolitan	Pseudo-Malay	Water Detoxification Hardware Manufacture	Human Effluent Heavy Industrial
Tokyo	16.70 M	Ultra-Metropolitan	Neo-Japanese	Hi-Tech Manufacture, Financial Services	Heavy Industrial
Tripoli	8.73 M	Complex Urban	Arabic (Ancient)	Fuel Refining	Radioactive fallout
Ulan Bator	0.274 M	Sub-Simple Urban	Mongol-Chinese	Oil Extraction	Radioactive fallout
Vancouver	3.5 M	Complex Urban	Anglo-Pseud	Magnetic Processing	heavy Industrial
Vladivostok	6.99 M	Simple Urban	Common Central European	Mineral Re-processing	Light Industrial
Vladivostok	0.023 M	Sub-Simple Urban	Demi-Scandinavian	Forestry	Light Industrial

What Everybody Knows

Let me tell you. It's a lot harder to hide listening devices these days. It takes finesse, high-tech gadgetry and a trace-proof home base. You can't just waltz in and drop a wireless tap in a potted plant. The Syndicates have high security, and the Church is professionally paranoid. If you ever see a pen and pencil set on a Syndicate desk, you can be sure it's a bug catcher. These guys have definitely watched too many spy-thrillers. But that's beside the point. I

managed to tie in my copyrouter to their security systems, and until I decide to deactivate it we'll be getting instantaneous reports on all information anyone sends over wi-fi hookup. I've also got a remote link to each camera/drone system, so we'll be seeing what they see at approximately the same time.

Let me explain what's going to happen.

Basic Information. A certain amount of information is given automatically to the operative. This includes a mission briefing of the situation from some sort of superior. The Syndicate seems to have its missions doled out by a head Agent named Mantz. These missions have been increasing in the recent past, due to the discovery of the alien technology and other corporations' interest in same. The Syndicate had successfully quelled all interference by outside forces, when their entire scenario exploded. Now that The Nine have splintered off from the Syndicate, things should start hopping again. We won't be listening in on a silent channel, that's for sure. The briefings will tell us just about everything we'll need to know.

Map. A simple map of the areas in question is also provided automatically. They don't provide much information, but they will point out where the drop-off point, targets and other areas of interest will be.

Netscan Information. Extra information is also provided—for a fee. Due to the fact that we've hacked into the net, it'll let you know anything useful, if it's just the location of something. It'll show you that on the map. Are you wondering why the Syndicate would withhold any information from their own Agents, thus increasing the chances of failure? It's a simple thing. The information isn't actually being held by the Syndicate. Nope, it's more like a direct link to a commercial espionage trading house. There is an entire infrastructure of spies at work in the major cities, and for a fee they will tell you what they know. Yes, there is a direct link to the briefing page. It's the most efficient way to access the alternative resources. The system, called Netscan, is a hold-over from the free enterprise system that put the Syndicate where it is today. Don't underestimate the value of Netscan's extra information if you're at all interested in understanding the situation.

The Inside Information

Now, boss, this is where you get your money's worth out of my salary. You haven't told me what you want all this information for. Maybe you want to set up a competitive Syndicate, and you're looking for an edge. That's fine. Maybe you just have a lot of money and a nosy streak a mile wide. That's great, too. Whatever you do with the information I give you, more power to you. I've worked the system from the inside out, and this is what I can do for you.

By the way, the line between you and your Agents gets kind of fuzzy. You might notice that I'll be saying that "you" should do things, but that things happen to "your Agents." The reason behind that should be pretty clear.

Orders / Map Information. I'll highlight the assignments, targets and potential hazards. I can't guarantee that they'll stay in the same place, but if it looks like they're on the move I'll tell you where they start and where they are headed. I've got most of the satellite comm networks monitored; if they've been given orders, I can predict their movements.

When I say "north," I'm referring to the direction that heads to the top of the map as I give it to you.

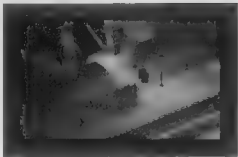
Events Necessary for Success. Sometimes I'll be able to tell at a glance that you'll need to do something more than shoot people to succeed. In those cases, I'll let you know what sorts of things you should be on the lookout for.

Secondary Objectives. If there are some goodies that would help you in the long run — like Scientists you could add to your labs — I'll let you know.

Equipment. I've been in the business for longer than nearly anyone else. I've also kept an ear to the ground on upcoming weapons technology (see my report on **Muds and Equipment**, page XX). I have a nearly infallible sense of how much push it takes to get things rolling. If you've got a favorite weapon, feel free to ignore my suggestions. If I hear of any ordnance advances in the field, I'll let you know before it's too late to do anything about it. Just in case you want to upgrade your arsenal. Anything you find, you can give to your research labs, of course.

Mission Tips. There are more stories in the naked city than you could possibly know. If I hear something that might be useful, I'll let you know. Organizations aren't run on a tally of successful kills, you know — it's run on knowing what the situation is.

Note that I'll be keeping an eye on non-Syndicate activities as well. I expect to be able to provide the same services to you, regardless.



MISSIONS SYNDICATE



0. EXECUTIVE ALERT (London)

ORDERS

Low category civilians (Jinglaid due to CHIP malfunction) reported in violation of behaviour codes within one square kilometre of this substation. Select Agents. Quiet disorder.

Events Necessary for Success:

Straightforward. Just walk up and shoot.

Secondary Objectives:

Pick up Uzis for resale.

EQUIPMENT

Miniguns

Med kits

Buy some Body mods for your Agents

NETSCAN INFO

Police are ordered to attack anyone openly bearing weapons.

RESEARCHABLE AT END OF MISSION

None

MISSION TIPS

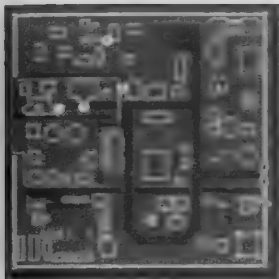
Alright, here's some information right off the bat... sell your Uzis and purchase Miniguns. During the missions, frisk all corpses and pick up any Uzis they might be carrying. You can sell these for extra cash when you get back.

By the way, don't worry about catching civilians in the crossfire. Think of it as way getting killed may be the high point of their monotonous lives.

This shouldn't be a difficult mission. For one thing, no one is really expending you. Just head to your various targets and eliminate them.

As with most returning to your base, there's an **ambush planned**. If you're in real trouble, don't even try to fight, just run back to your home building where the guards will help you out.

Rumor has it that there are some Psycho Gas canisters in the city.



MAP KEY

- ① Landing/Trac Area
- ② Unguided Citizens
- ③ Ground Station Guards
- ④ Razor Wire

Oh, and just in case you were thinking of pulling off a heist, don't do it. The local bank does not contain any cash; it wasn't robbed. It's just empty.

1. DETROIT DROPOUTS (Detroit)

ORDERS

Seek out members of the Church of the New Epoch and terminate them
Neutralise category U: Unguided citizens

Events Necessary for Success:

Steal car

Secondary Objectives:

Acquire High Explosives

EQUIPMENT

Miniguns

Medikits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

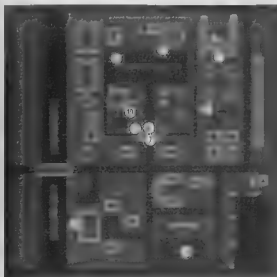
Psycho Gas (if you haven't found it previously)

MISSION TIPS

Okay, Boss, there are several gangs of Punks that have to be killed. The most dangerous person is the **female Punk**. She's trying her level best to destroy a tall building at the bottom of the map, and to that end she's carrying a number of High Explosives. It could be an acquisition opportunity... if you follow her and are quick to pick up the mines, you might get about five.

One set of Punks is in a parking lot. Now, be careful to shoot at the people and not at the vehicles. Not only can the vehicles explode and kill your Agents, but you're going to need the **Punks' vehicle** to get past the Church gate.

Guide the vehicle past the gate and take out your designated targets. Keep in mind that cars travel on the left-hand side of the road.



MAP KEY

- ① Landing/Evac Area
- ② Gate to Church Base
- ③ Punk Activity
- ④ Punks' Vehicle
- ⑤ Female Punk with High Explosive
- ⑥ Dead Agent with KO Gas
- ⑦ Turret
- ⑧ Zealot Car
- ⑨ Unconscious Zealot with Persuadatron, High Explosive & KO Gas
- ⑩ High Explosive

Be very cautious. There is a **turret near the Gate to the Church base** that will shred your Agents if you let it. The good news is that one of the Zealots you are supposed to kill has planted a mine by the turret, so if you stand back long enough, it will explode and take care of the hazard.

Two of the Zealots are carrying knockout Gas. One is already dead, however, and shouldn't cause much of a problem.

Meanwhile, another Zealot in the base is going to try to lure you into a trap. If you watch, you might see him walk around the side of the biggest building in the base and put down the mine. Like the Punks' mines, you might be able to pick it up if you hurry. At all costs, however, **shoot this Zealot before he gets in the car**. If he makes it into the vehicle, he'll drive around the city — with the assistance of two other Zealots — Persuading all the civilians in the city. That would be bad, and you'd have a lot of work ahead of you before you could call it a day.

Reports claim that you can pick up some Razor Wire in this city.

2. FUSION (Hong Kong, Beijing)

ORDERS

Persuade Yamaguchi Power Plant technicians

Necessary for Success:

Persuade an army of people

Steal a car

Secondary Objectives:

None

EQUIPMENT

At least two Miniguns

Persuadertron

Medixits

NETSCAN INFO

None

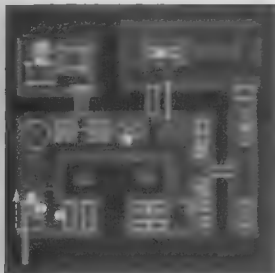
RESEARCHABLE AT END OF MISSION SERIES

Razor Wire

High Explosive

MISSION TIPS

This is one of those situations, Boss, where if you can **avoid confrontation**, you should. As soon as you leave the IMZ link, you'll see a small group of enemy Agents fighting some Unguided. If possible, avoid the whole scene (until you're better prepared) and take the road to the left. **Persuade** as many civilians and Police as possible. It adds a lot of juice to your Persuadertron. Then you can try to Persuade the enemy Agents. If Persuasion doesn't work, shoot them — one at a time — until they all die.



MAP KEY

- ① Landing/Evac. Area
- ② Path to take out of IML
- ③ Technicians
- ④ Fusion Batteries
- ⑤ Unattended Vehicle
- ⑥ Unattended Police Vehicle
- ⑦ Punk Activity (Very Dangerous)

Don't destroy the **unattended vehicle** by the way. As far as I can tell, it's the only way to get into the compound.

Be prepared — somebody has tipped off the Yamaguchi employees. As soon as you get in the Yamaguchi compound, **security will attack** you. Pers will die or kill them.

After you Pers will die the scientists get back in the vehicle and wait patiently until they get in, too. Drive back to the IML link.

2. FRIENDLY PERSUASION (Hong Kong, Beijing)

ORDERS

Persuade Yamaguchi Power Plant executives. (There are four)

Events Necessary for Success:

Persuade a crowd of people

Secondary Objectives:

Rob the bank

Persuade the Scientists

EQUIPMENT

Mn. guns

A Persuadertron

Medkits

NETSCAN INFO

Police report noting by the Unguided

RESEARCHABLE AT END OF MISSION SERIES

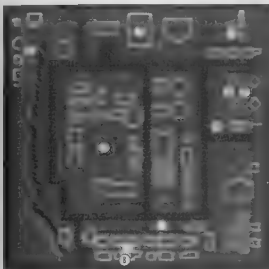
Razor Wire

High Explosive

MISSION TIPS

There are Unguided in the city, which means Persuasion isn't going to be as fool proof as it would be otherwise. Therefore, if you Persuade a group of people and then run on ahead of them, you're likely to get shot in the back. Not that this means that you shouldn't Persuade people, just that you'll need to be extra careful.

Your biggest obstacle will be the security team protecting the executive. The safest way to get past them is to **Persuade a crowd** of civilians, thus backing up your Persuadertron's ability. Once you have enough people you can Persuade the security force — if you can get close enough to bring them under your influence.



MAP KEY

- ① Landing/Evac Area
- ② Yamaguchi Executive
- ③ Training Camp
- ④ [Redacted]
- ⑤ Two Police Guards
- ⑥ Scientists
- ⑦ Police Activity
- ⑧ Punk Assassin
- ⑨ Punk Activity

If you take my advice, the best way to get close enough to the security team to Persuade them is to rush them. While you do so, you'll notice that their bullets keep pushing your Agents back. Put on your Super Shield once they start firing, and keep on charging. Be sure to **Kill** or Persuade every gun-toting person nearby before you Persuade the executives. They become extremely vulnerable once they are Persuaded.

Some of the Unguarded are carrying High Explosives. Get as many as you can because your private goal should be to blow up the Beijing bank after you've Persuaded your targets. Once you've reduced the bank to dust and spinters, pick up the briefcases that survived the blast, and go home.

3. WHERE IS WISDOM? (Geneva, Vancouver, Matochkin Shar)

ORDERS

Seek and Persuade Bluesky Tendencies scientists. Evacuate these scientists to their nearest iML links.

Events Necessary for Success:

None

Secondary Objectives:

Get the money from the executive

EQUIPMENT

Miniguns

A Persuadertron

Medkits

NETSCAN INFO

Bluesky requests Police escort for Grade D finance executives

RESEARCHABLE AT END OF MISSION SERIES

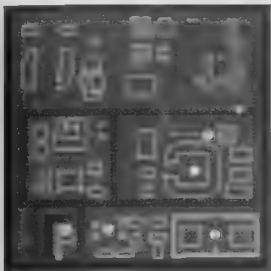
None

MISSION TIPS

The trickiest thing on a mission like this is how to **protect the scientists** once you Persuade them. The simplest and most obvious answer is to shoot everyone who looks dangerous. That's easy enough to remember, isn't it? It's a good idea to simply clear the area of any potential threats before you Persuade anyone.

Also, you can take a look around for an executive being escorted by a couple of bodyguards. He's carrying a fair amount of cash and is just waiting to be mugged.

Avoid the Church enclosure, by the way. Rumor has it that they spent three



MAP KEY

- ① Landing/Evac Area
- ② Bluesky Laboratories
- ③ Church
- ④ Zealots with Persuadertrons
- ⑤ Path of Executive

days putting down the **booby traps**, and any fool walking in there will be instant dog meat

One more thing — don't get lulled into a feeling of security by your scanner. The punks in this city are rumored to use the subterranean sewers, and can pop up anywhere

3. GURU (Geneva, Vancouver, Matochkin Shar)

ORDERS

Seek and Persuade Bluesky Ten techies/scientists in these cities. Evaluate these scientists to their nearest IML links.

Events Necessary for Success:

Steal the Syndicate Agents' car

Secondary Objectives:

Find the Farmer

Steal some money

EQUIPMENT

Miniguns

At least one Persuadertron

Med kits

HETSCAN INFO

Unguided activity being monitored by the Police

Zealot personnel carriers detected approaching city from southwest

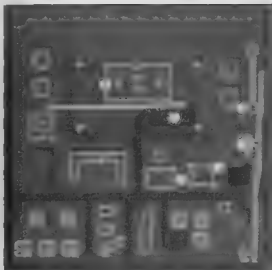
RESEARCHABLE AT END OF MISSION SERIES

None

MISSION TIPS

Grab number one's to head straight to the **elevated parking lot** and find any Unguided Punks that you find.

A Syndicate vehicle is in the way. When the two Agents get out, they don't **steal their car**. They aren't EuroCorp Agents, and their mission wouldn't get in the way of yours, so you don't have to be nice to them.



MAP KEY

- ① Landing/Evac Area
- ② Bluesky Laboratory
- ③ Elevated Parking Lot
- ④ Advancing Punks & Guards
- ⑤ Punks, Police, Zealots & Money

Since the scientists are safe for the moment, leave them alone for a while and take a tour around the city. In the larger of the two compounds there is a flying vehicle. Take it for a joyride. While you're at it, fly it into the Church compound. It's important that the scientists not be Persuaded at this point, because you certainly don't want them trying to follow you into the Church compound.

In the Church, have fun attacking the Zealots from your flier. When they are all mowed down, rummage through their pockets to see if they have any toys you want to take home. In particular, you're looking for a Flamer.

Kill all threats, including enemy Syndicate Agents, and then Persuade the scientists. Return with them to the IML link.

3. LOST MINDS (Geneva, Vancouver, Matochkin Shar)

ORDERS

Seek and Persuade Bluesky Tendencies scientists in these cities. Evacuate these scientists to their nearest IML links.

Events Necessary for Success:

Protect the Scientists from crossfire

Secondary Objectives:

Get the Hard Skin

Get money from Punks

EQUIPMENT

Miniguns	Knockout Gas
A Persuadertron	High Explosives
Medikits	

NETSCAN INFO

Hover car licenses detected

Credit transfer traced to Church of the New Epoch temple

RESEARCHABLE AT END OF MISSION SERIES

None

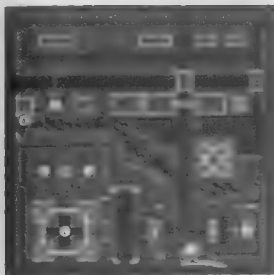
MISSION TIPS

They know you're coming, and are planning to jump you the moment you get off the IML, so be armed and ready as soon as possible.

Blow up the gate with a High Explosive. Grab a **Hover Car**. Fly around and kill as many enemies as you can. Persuade the scientists.

Now you've got two choices: take the scientists on foot or by car; if you'd rather drive, take the second Hover car and go to the ML links that are more dangerous because you're going to have to deal with an **ambush** at the link.

Or, once you've dealt with all the Unquidded and have the scientists safely Persuaded, *they can run — not walk* — back to the ML links that means that you'll outpace your scientists, but you'd get to the ambush before they do. Since it's a nasty one, you don't want your scientists stumbling into the mess.



MAD KEY

- ① Landing/Evac Area
- ② R & D Facility
- ③ Hover Car
- ④ Credit Transfer
- ⑤ Zealot Base (Church)
- ⑥ Zealots with Skin & Money

Keep an eye out for a Zealot convoy that will come into the city. They will be attacked by the Unguided, since the Punks are attacking everybody and the convoy is in possession of nice pile of cash. Better you should have it than either the Zealots or the city mob.

The **scientists are your highest priority**. Keep on the lookout for crossfire that might tag them.

Reports are garbled, but there is a rumor of some hostiles having Ion Mines.

Sources tell me that there is a prototype of Hard Skin in the northwest corner of the Zealot base (on your right as you go over the bridge). You'll probably have to destroy the temple on the west side.

4. OPEN RE-BULLION (Singapore)

OBJECTIVES

Neutralise all hostiles. Steal bullion cars. Return to base when you have completed these objectives.

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Miniguns

Long Range Rifles

Knockout Gas

If you don't have the cash for Long Range Rifles, you can steal them from some guards.

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

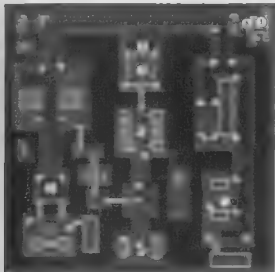
Pulse Laser

Flamer

MISSION TIPS

The enemy Syndicate has deployed a lot of forces in the area, so you aren't going to be able to just wait to the rendezvous point. You are going to need Long Range Rifles, and if you don't have any to begin with, the ML guards will have to donate theirs.

To do this, use one Agent to take out a lone guard, grab his Long Range Rifle, and then run back to the rest of the group. Use Miniguns to quell anyone who tries to rush your position. Armed with the Long Range Rifle, send your Agent out to kill more guards. Minigun any retaliatory strikes, or use Knockout Gas if you think there are too many headed your way to handle safely.



MAP KEY

- ① Landing Area
- ② City Bank/Vault
- ③ Target Vehicle (center)
- ④ Rendezvous Point
- ⑤ Tang Headquarters
- ⑥ Agents with Rifles

It's very, very bad news if one of the enemy gets into the **center vehicle** you target. Therefore, as soon as the guards are killed, run into the bank courtyard and get in the truck. Shoot the remaining guards from inside. Keep in mind that if the truck is destroyed, the mission is a washout.

There ought to be an Ion Mine around here somewhere, too.

5. PHOENIX IN FLAMES (Phoenix)

ORDERS

Penetrate the defenses of the cult's temple and steal its AI core.

Events Necessary for Success:

None

Secondary Objectives:

Rob the bank

Persuade the Scientists

EQUIPMENT

Miniguns

A Persuadertron

Med kits

All the Knockout Gas you can carry

NETSCAN INFO

Eavesdrop: the Unguided are completely out of control

London AI analysis: avoid engaging the Unguided

RESEARCHABLE AT END OF MISSION

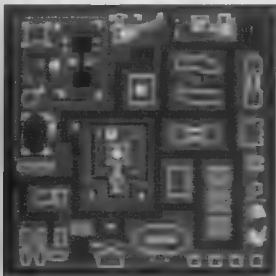
Ion Mine

MISSION TIPS

This is going to be a mission with a lot of gunfire going on everywhere. Phoenix is infested with Unguided Punks, and believe me, it'll be easier later if you take care of them first thing.

If I were you, I'd target the Punks at the **bank** first — it's right next to the station. Use knockout Gas to take out the guards and Punks near the back of the bank, then wipe up with Minigun fire. Grab the money.

Don't be shy about using knockout Gas: you are severely outnumbered. Use Minigun fire to kill the unconscious people — you want to win, don't you? — and anyone who didn't get hit by the gas will hold on for a moment before you're completely swarmed by the hostile mob. Use short bursts of Minigun fire and use your Knockout Gas as effectively as possible. Don't Gas them when you



MAP KEY

- ① Landing/Evac Area
- ② Church Temple
- ③ Target Technology
- ④ Bank
- ⑤ Base with Scientists

don't have enough energy to kill them when they're down. When you run out of energy, run away, and pick off the people who follow you. Hide and recharge, then go back and wipe out some more.

After the crowd's quelled, turn your attention to the **Zealot stronghold**. There are outer and inner guards. Kill the Zealots at the entrance and go in. Shoot some of the guards in the inner area. It's their job to get shot.

Now don't get too excited, though. When the inner guards start losing, they'll call for backup in the form of a flying vehicle. That's fine, but things could really get hairy when they realize they're about to be wiped out and the temple security systems release **Psycho Gas** from every vent in the area. That's probably more than you can handle.

Instead of going in and shooting everyone in the inner area, lure them out and around the corner. Kill them in close quarters, away from any advanced intel or security devices.

Another way to go about the whole mission is to Persuade everyone but the Zealots.

Grab your objective (the A core) and run for the IML.

Keep your eye open for a Disrupter.

6. THE SACK OF ROME (Rome)

ORDERS

All category U citizens must be completely eliminated in order to send the message to other Harbinger victims that EuroCorp will maintain control.

Events Necessary for Success:

Steal a vehicle

Secondary Objectives:

Rob the bank. (Blow it up.)

EQUIPMENT

Long Range Rifles

High Explosives

Miniguns

Medkits

Knockout Gas

NETSCAN INFO

Garnson vault (underground) estimated value 0.4 M Cr

Satellite alert: control of Romes Strategic Defense Satellite has been lost to hostile forces unknown

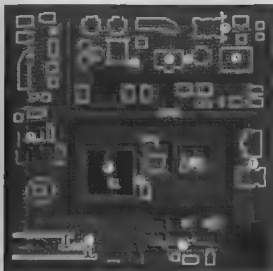
RESEARCHABLE AT END OF MISSION

Disrupter

MISSION TIPS

First you're going to want to hit the **Punk stronghold** but this is not the kind of mission where you can saunter in and wander around. They are prepared to call down a Satellite Rain attack the moment you enter the area. What you want to do is run in, kill one or two Punks, and then run across the street before the explosions start. Shoot any Punks who aren't killed in the blasts — if you use your Rifle, you won't even have to get close.

After that, I'd recommend you head for the **smaller stronghold** nearby. Before you can start working on it, though, you're going to need to destroy the Spider Droids that the Zealots have sent after you. Use your Long Range Rifles, and stay as far away from them as possible.



MAP KEY

- ① Landing/Evac Area
- ② Domicile Bunker (Airstrike when Agents Arrive)
- ③ Security Garrison
- ④ Patrolling Agent
- ⑤ IFFs
- ⑥ Bank
- ⑦ Spider Droids
- ⑧ Punk with Flamer
- ⑨ Zealots

That done, storm the stronghold. There shouldn't be too much trouble once the Spider Droids are gone.

On the other side of the city is an area under the control of the Unguided. Get off ground level as quickly as possible, because they'll try to drop Knockout Gas on your Agents. If your squad falls unconscious, you've got a dead squad. Once you get out from under your enemies, they aren't too difficult to wipe out.

Next, you're going to go into the enemy Syndicate base, and to do that they'll need a vehicle. Fortunately there are a couple of **cop cars** behind the station on the far side of the city. When you get there, be careful. Some enemy Syn Agents will be attacking the Police station. That's just fine. When they finish, kill anyone left standing and steal a car.

When you enter the base, I'd recommend staying in your car as long as possible, since it provides as good a cover as you're going to get for awhile. This should get you by the guys near the entrance, at least. Surprise the patrols — one at a time, of course — by using the Knockout Gas. When they're down, kill them.

Before you kill the Agent in the corner of the compound, blow up the bank and get the money. Then attack from the recently destroyed side.

Before you leave, check the area (especially near the now-dead Agent, for a Cerberus IFF. There should be one lying about.

7. BODY MATTERS (Hong Kong, Phoenix, Beijing)

ORDERS

Home in on all dentkeys and Persuade rogue cyborg Agents to return to our cryovats.

Events Necessary for Success:

Persuade a crowd

Steal a car

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Miniguns

Medikits

Persuadertrons

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION SERIES

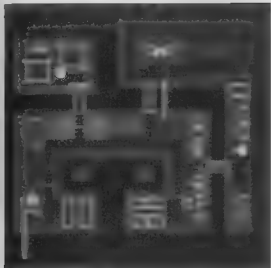
Cerberus IFF

MISSION TIPS

If you think that trying to Persuade the Agent is too much of a hassle, you also have the option of killing him.

The main trick to this mission is to have enough people Persuaded before you try to Persuade the Agent. What will make that difficult is that it's going to be hard keeping them alive. Once you **Persuade a small horde of civilians**, the Police are automatically ordered to gun down any Persuadees that you have, and since Persuaded people walk so much slower than your Agents, it's hard to keep them all protected.

The best thing is to either Persuade or kill the cops who are out on foot, whichever is easier. That takes care of half the problem. The other half is the two cars that specialize in **drive-by shootings**. Don't waste time trying to Persuade those guys. Use your Long Range Rifles to take them out before they



MAP KEY

- ① Landing/Crac Area
- ② Target Agent
- ③ Unattended Vehicle
- ④ Zsaiot Base

come close enough to shoot you in return.

Once you have enough people (the number varies according to the type of people you have following you), it's time to enter the base. Don't try anything particularly macho, like blowing up the gate. Since if you succeed, the bridge will also be destroyed as well. **You'll need a car**, and fortunately there happens to be one on the east side of the city.

Drive into the base. **Persuade your target** and get out of there as quickly as possible – there's an **airstrike** on the way. If you're unfortunate enough not to get out in time, but survive the airstrike, you'll probably be stranded on one side of a burning bridge. That's all right, though, because an airborne ambulance will fly in and the paramedic will get out to look for injured survivors. Kill him, take the ambulance and fly away.

7. INTERLOPER (Hong Kong, Phoenix, Beijing)

ORDER

Home in on all identkeys and Persuade rogue cyborg Agents to return to our cryovats

Events Necessary for Success:

Steal a car or Persuade a crowd

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Miniguns

At least one Persuadertron

Knockout Gas

Medikits

NETSCAN INFO

None

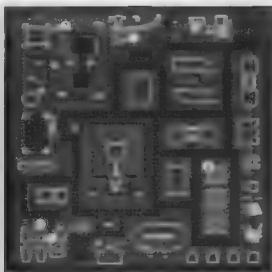
RESEARCHABLE AT END OF MISSION SERIES

Cerberus IFF

MISSION TIPS

Okay, Boss. If you're going to play it by the Syndicate plans, your first concern is going to be wiping out the Zealots in the city. They're armed with Electron Maces and will have no qualms killing anyone you Persuade. Find and kill them.

You can now either **Persuade a small army** or go find a car. There's a perfectly **serviceable vehicle** in the southern area of the city, but it's unfortunately in a section completely infested with Unguided. You can, if you devote some real effort to it, Persuade all the Unguided. It won't be easy. Also watch out for **Punks with High Explosives**, because they will stop at nothing to kill you.



MAP KEY

- ① Landing/Evac Area
- ② Target Agent
- ③ Unoccupied Vehicle
- ④ Unguided Area
- ⑤ General Location of Zealots with Money

Once you've got a vehicle and a Persuaded army, it's time to go catch a rogue Agent. He is heavily guarded, patrolling the walled-off area east of the IML. He shouldn't be that difficult to handle, especially when you know that killing him is allowed. If you decide to Persuade him, however, you're going to be targeted by Zealots in **flying vehicles**. Use Long Range Rifles, hiding to reload, and you should be able to kill them all. Then you can return to the station.

You may be able to get your mitts on an Electron Mace in this city.

7. SEMI-AUTOMATIC (Hong Kong, Phoenix, Beijing)

ORDERS

Home in on all identkeys and Persuade rogue cyborg Agents to return to our cryovats

Events Necessary for Success:

Persuade a crowd

Secondary Objectives:

Rob a bank

EQUIPMENT

Long Range Rifles

Persuadertrons

High Explosives

Medikits

Miniguns

Pulse Lasers (if available)

NETSCAN INFO

Eavesdrop bank security systems have been recently improved

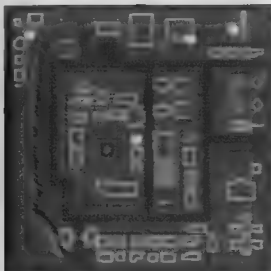
RESEARCHABLE AT END OF MISSION SERIES

Cerberus IFF

MISSION TIPS

Don't rush out. I'm telling you there's an **ambush** waiting for you. As soon as your men get there, arm them with either your Miniguns or your Lasers. There's a group of enemy Agents waiting for you just outside the station. No, you won't be able to amass enough people to get enough power to Persuade them. Killing them is the only viable option.

Once those guys are cleared from the scene, my advice is to start Persuading all the people you can find. Watch out for **guards and drive-by shootings**, though, because people have orders to kill any of your Persuadees.



MAP KEY

- ① Landing/Evac Area
- ② Target Agent
- ③ Enemy Agents
- ④ Police & Guards in Two-Block Area

Be particularly alert when you head into the main part of the city, where your target is lurking. People are packing guns, vehicles have armed passengers, and the streets are generally unsafe. Especially watch out for **Razor Wire**. They've laid down rivers of the stuff. Oh, and remember to take out the FFs from a distance.

Persuade your target and head back to the station. Once again, this is no time to be complacent. Be alert for **attacks both from ground and above**.

By the way, there is also a bank that's useful to rob nearby. A good plan would be to use High Explosives to punch a few walls down and grab the cash. That will no doubt notify the police, so skedaddle to the IMI station as quickly as possible.

Sources tell me that there is a prototype for Flame Skin inside a bunker in the center of the city area. You have to blow it up to get the cyborg epidermis.

8. HEAD HUNT (Rome)

ORDERS

Persuade rogue Agent

Events Necessary for Success:

Blow up the gate

Get Agent before he escapes.

Secondary Objectives:

Get money from Punks

EQUIPMENT

High Explosives

At least one Persuadertron

Miniguns or Long Range Rifles

Knockout Gas

Medikits

NETSCAN INFO

Eavesdrop police on the lookout for an Unguided group which has infiltrated the city in order to fund another uprising

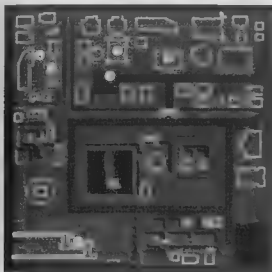
Eavesdrop unstable UTOPIA agent signal pattern detected — possible Unguided hideaway

RESEARCHABLE AT END OF MISSION

Electron Maze

MISSION TIPS

There is a bit of a time limit on this mission. The poor fool is running around frantically looking for the keys to his vehicle. You can bet that he won't have enough adrenaline to truly jog his memory until he hears you blast open the base gate. Once he finds them, he'll make a clean escape and you'll be left holding the bag. If you want to go for style and artistry, by all means gather up enough people so that you can Persuade him, but be warned that there are swarms of Police and hostile Punks in the city, so it won't be particularly easy.



MAP KEY

- ① Landing/Evac Area
- ② Target Agent
- ③ Unguarded Hideaway
- ④ Weapons
- ⑤ Dead Agents

The main entrance is the only way into the complex. I've checked the codes and they've been jammed. **Blow up the base gate**, it's the only way to get through.

Now, before you go, you might want to take a small tour around the city, looking for the Punk hideout. Granted, the Punks won't like you nosing around and will no doubt try to kill you for your pains, but be on the lookout for the one Punk who isn't firing at you. The one running away is carrying some loot that he lifted from someone else. That means it's yours for the taking, if you can catch him and take it.

Oh, and someone said there should be a Launcher around here somewhere.

9. TAKEN TO TAKS (New York)

ORDERS

Persuade Jennifer Taks

Events Necessary for Success:

Kill the male civilian walking toward the armored car (from the south). Take his explosive.

Steal the armored car.

Secondary Objectives:

Rob the bank.

EQUIPMENT

Miniguns

Long Range Rifles

Launchers

A Persuadertron

One or more High Explosives (optional)

Medikits

NETSCAN INFO

The Police have upgraded the vault breach teams recently.

RESEARCHABLE AT END OF MISSION

None

MISSION TIPS

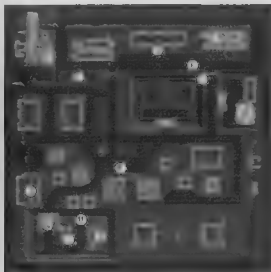
If you want advice on how to get through this one, I'll let you know that it doesn't look like a straightforward affair.

By all means, keep your Agents together and have them armed with Long Range Rifles. Head directly to the east part of the city and pick off the **five guards**. When the Long Range Rifles run out of ammo, switch to Miniguns. You should also be prepared to use Launchers to take out the **two flying vehicles** that are headed your way. Use Medikits at this point if they're needed.

If the flying tax lands, four guards will get out. Use your Launchers or Long Range Rifles, but be warned that the **taxi is stuffed with High Explosives**. Don't go near it, just destroy it.

Grab any Lasers lying around. They cash in for a sweet amount of money.

Keep running east only until you see a large number of enemies appear on the scanner. Then back off a bit and take out as many as you can with your Rifles and Launchers. At least four of the enemy Agents are carrying High Explosives, so don't



MAP KEY

- ① Landing Area
- ② Alliance Headquarters
- ③ Staff Housing
- ④ City Bank
- ⑤ Large Scale Assault
- ⑥ Unattended Vehicle
- ⑦ Enemy with Clone Shield
- ⑧ Occasional Unattended Vehicles
- ⑨ Taks
- ⑩ Turrets & Police
- ⑪ Unattended Flying Vehicle

get too close. On the other hand, if you kill one of them — causing him to drop a mine — the explosion might take out a fair number of the enemy. Wait until all the Mines explode before trying to pass to the next area.

Run toward the **armored car** just to the east of the battle scene.

Warning: The male civilian walking directly toward the car (from the south) must be taken out with Rifles, and you must run up and pick up his dropped items. The fellow is not a civilian at all, but an **enemy Agent with a Clone Shield** (if overheard the mission commands). If he is not killed he'll drop the mine near the car and run at you in a suicide attack; if his objects are not picked up immediately, a mine will go off and destroy vehicle. Either way, the car gets toasted — and you need it.

Once you're in the vehicle, you should go to a point just inside the door of the targets compound. While they are en route, have your Agents arm themselves with Long Range Rifles, but plan that rather than reload, you'll switch to Launchers. The reason? Rifles are for the ground troops in the compound, and the Launchers are for the **two flying enemies** which answer any distress call.

When you've killed those **Persuade Ms. Taks** and get into the waiting Police flier.

At this point you can either return directly to the M.I. station or attack the bank. Attacking the bank, of course, puts Ms. Taks at serious risk.

The bank, in case you're interested, is protected by five Policemen. When they are killed and the bank is breached, however, four flying Police cars will be summoned. If you're ready with Launchers, you should overcome the crisis.

10. Forbidden Knowledge (Santiago, Cape Town, Adelaide, Buenos Aires)

ORDERS

Deploy search teams in these cities. Return with any scientists you track down.

Events Necessary for Success:

Steal a car

Secondary Objectives:

None

EQUIPMENT

Persuadertron

Launchers or Long Range Rifles

Medkits

NETSCAN INFO

North Side over-run by Zealots

RESEARCHABLE AT END OF MISSION SERIES

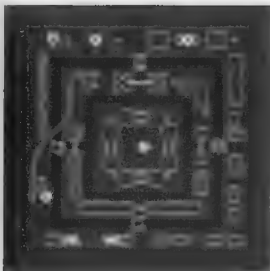
Launcher

MISSION TIPS

Not that I don't think you're a professional, but a reminder never hurts. Stay discreet as you head toward the Zealot temples — you do *not* want to attract Police attention.

There is a squad of **enemy Agent snipers** in the last building before the Zealots, so be cautious.

When deciding which compound to attack, look around and be sure your first target zone is the compound where the flying vehicle is parked. On the other hand, I wouldn't advise actually getting in the vehicle until the **Zealots' two flying backup vehicles** have been sighted and destroyed.



MAP KEY

- ① Landing Area/Evac
- ② Target Scientist & 4 Guards
- ③ Zealot Backup Vehicles
- ④ Guarded Vehicle

Enter the vehicle and fly to your mission target. Practice your fly-by shooting until all the Zealots around your target are dead. Land your vehicle close by your target, **Persuade the scientist** and then wait for him to enter the car. As soon as he's in, whisk him back to the IML before more flying cars show up.

10. Euro Lore (Santiago, Cape Town, Adelaide, Buenos Aires)

ORDERS

Deploy search teams in these cities. Return with any Scientists you track down.

Events Necessary for Success:

Blow a hole in the base wall.

Secondary Objectives:

None

EQUIPMENT

Persuadertron

Launchers

Long Range Rifles

Razor Wires

High Explosives

Knockout Gas (if available)

Medkits

NETSCAN INFO

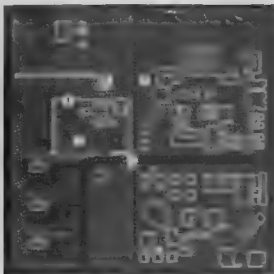
Eavesdrop: Zealots have taken control of this installation.

RESEARCHABLE AT END OF MISSION SERIES

Launcher

MISSION TIPS

This isn't a hard mission once you've gotten the hang of killing people by the dozens.



MAP KEY

- ① Landing Area
- ② Gateway to Complex
- ③ Target Scientist
- ④ Base Wall (Prime
Destruction Area)
- ⑤ Evac

The mission starts off next to a lot of angry Punks and Cops. Feel free to take pot shots at the Punks, but don't get too close. That's right, they're wearing **High Explosives**. When you run out of people to shoot, head to the JML and use the scanner to check the area north of the city. If the coast is clear, **blow a hole in the wall** near your target (but not so close that you kill him) and attack from behind. If it's not, then you'll have to go out and clear it, won't you?

Because your target is safer before you, Persuade him. I'd advise you to leave him alone until you've pretty much run out of enemies.

When things get calmer, lay down some Razor Wire at the entrance to the temple to buy yourself sometime. Also, lob a Knockout Gas canister into the entryway. Then Persuade the scientist and evacuate out through the hole you created earlier.

10. Walkabout (Santiago, Cape Town, Adelaide, Buenos Aires)

ORDERS

Deploy search teams in these cities. Return with any Scientists you track down.

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Launchers

Long Range Rifles

Medikits

At least one Persuadertron

WETSCAN INFO

None

RESEARCHABLE AT END OF MISSION SERIES

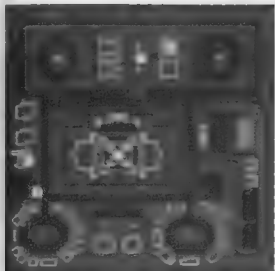
Launcher

MISSION TIPS

This is a simple mission, without too many surprises. Or at least, no surprises of the sort that I can predict.

First, kill off the **Punks and Police** that are near your drop site. That done, you'll want to **head for the Temple**.

At the Temple, don't be too proud to use **sniper tactics**: stay behind cover, pop out to shoot your Long Range Rifles, then fall back to reload. If you're being pressed, run away for a while. There's a flying vehicle on the far side of the city, but it's not really necessary unless you're getting pounded. It's your decision.



MAP KEY

- ① Landing/Evac Area
- ② Testing Facility (& Heavy Zealot Activity)
- ③ Target Scientist
- ④ Unquidod Activity
- ⑤ Lots of Syndicate Guards

Persuade your target and return to the IML. Be careful — they set down some **Razor Wire** near the IML entrance while you were gone.

10. Secrets (Santiago, Cape Town, Adelaide, Buenos Aires)

ORDERS

Deploy search teams in these cities. Return with any Scientists you track down.

Events Necessary for Success:

None

Secondary Objectives:

Rob the bank

Get the Energy Skin

EQUIPMENT

A Persuadertron

Launchers

Long Range Rifles

High Explosives

Medkits

All the Razor Wire you can carry

NETSCAN INFO

Eavesdrop: Hexagon reserves vault

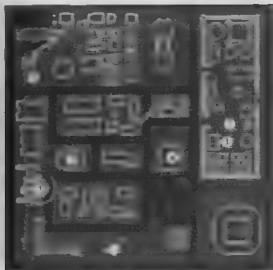
Additional cultist activity detected

RESEARCHABLE AT END OF MISSION

launcher

MISSION TIPS

This mission is tricky primarily because you can't concentrate on any one threat. There are vehicles in the air that are trying to shoot your Agents, and Zealots on the ground who can kill them just as dead. The best thing to do is **watch for cover** and the moment things start looking grim, hide in a building. What a flying car can't see, as you've probably figured out, it can't shoot.



MAP KEY

- ① Landing/Evac Area
- ② Hexagon Headquarters (& Lots of Zealots)
- ③ Target Scientist
- ④ Hexagon Vault
- ⑤ Zealot Activity

The base is well defended by Zealots with Electron Maces lying in wait. Use **plenty of Razor Wire** outside the base to slow them down.

The best plan is to use Hit and Run tactics with Long Range Rifles.

Before Persuading your target, clear the area of any real threats. Then **Persuade the scientist** and walk him back to the IML.

While you're in the neighborhood, try blowing up the neighborhood bank; it should be nicely stocked with money.

There may also be a Clone Shield in the city.

Sources tell me that there is a prototype **Energy Skin** inside a long building in the walled-off section of the city. You'll probably have to destroy the building to get at it.

11. MISSING LINK (Christchurch)

ORDERS

Dispatch a team of Agents immediately. Locate and secure the transpolar link.

Events Necessary for Success:

None

Secondary Objectives:

Rob the bank.

EQUIPMENT

Launchers

Persuadertron

Long Range Rifles

Medikits

NETSCAN INFO

Tanq Protective Agents detected

Tanq Agent orders intercepted — Agents' target is city bank vault

RESEARCHABLE AT END OF MISSION

Nuclear Grenade

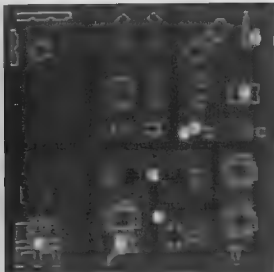
MISSION TIPS

There is no way to get through this mission subtly. Don't even bother trying to walk around with your weapons under cover. **have your Launchers at the ready** from the very first step you take.

The Temple is right next door to your drop location, so **you're going to be spotted immediately** no matter what you do. Pop the Zealots who come running to kill you.

There's a bank that is definitely worth looking into.

Use your Long Range Rifles or Launchers to deal with the attacks from air vehicles.



MAP KEY

- ① Landing / Evac Area
- ② Target BML Link
- ③ King Agents
- ④ City Bank
- ⑤ Zealot Area
- ⑥ 4 Carbenus IFFs
- ⑦ Zealot Attack

When you discover (and you will) that the enemy now has Launcher technology, you're going to have to learn to recharge on the run. Keep moving — and quickly — from building to building. That should provide enough cover for your weapons to recharge.

Keep in mind that there is a time limit. The longer you take, the better the chance that the Zealots from the main church will arrive. By this time you'll really need to **be accurate with your Launcher**. Hold the trigger for a second or two (as if you were supercharging it) before firing. It takes too long to reload for you to waste precious time *missing* your targets.

Be on the lookout for flying vehicles.

When it's all over, take the IML to Reykjavik.

12. DARK ANGELS' ARCHITECTURE (Reykjavik, Nuuk)

ORDERS

Find out what happened to the C3 project. Activate the IMLink to Nuuk.

Events Necessary for Success:

Kill the Zealot who is heading through the central building before he blows up the silos.

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Launchers

Miniguns

Medikits

NETSCAN INFO

Massive unguided identkey trace north of HQ district.

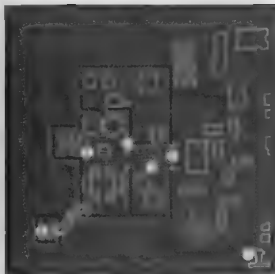
RESEARCHABLE AT END OF MISSION SERIES

Automedikit

MISSION TIPS

First off, let me tell you that the research compound has three Zealots guarding the gates. The one on the far right (from your probable approach) is carrying explosives. Run around to that side of the hospital and shoot him before he knows what's going on. If you are lucky, the other two will come investigating at about the same time his mines explode. If not, just shoot them, too.

At this point take a breather and wait until your weapons are fully recharged and then **enter the compound**. These Zealots are very well armed, so take as few chances as possible. Use Long Range Rifles to take out the first few Zealots, and then run behind the silos for cover. When those guys are dead, run back to the central area and **kill the Zealot heading through the central building**. He's got explosives to blow up the research silos, and if you don't catch him in time, the mission will fail.



MAP KEY

- ① Landing/Evac Area
- ② Razor Wire
- ③ Target #1
- ④ Zealot Activity
(Entire Complex)
- ⑤ Target #2
- ⑥ Target #3

The next problem is the flying vehicle carrying several Zealots. The best plan is to start this encounter in the central building — this will allow you to run through the far end of the building to cut off the fellow who tries to run off and plant a bomb at the research site. Wait until the car lands, and the Zealots get out, and then hit them with everything. When one weapon runs low, switch it out.

You can go back inside if you need to regroup, just **don't let yourself be caught inside during a gunfight**. If you can't see your Agents, it's hard to get them to fight well.

Once all the Zealots are dead, **Persuade the scientists**. Don't get caught off guard by the last remaining Zealot who's holed up with the scientist in the north sector. Perhaps the best thing to do is to run through the building with your weapon out. That ought to scare all the scientists out-of-doors, and the Zealot will dutifully follow his scientist outside where you can pick him off.

12. THE HIVE (Reykjavik, Nuuk)

ORDERS

Conduct a full sweep of the city

Events Necessary for Success:

Kill ruthlessly, using everything in your arsenal

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Miniguns

Medkits

All the Knockout Gas you can carry

RESCUE INFO

None

RESTOCKABLE AT END OF MISSION ITEMS

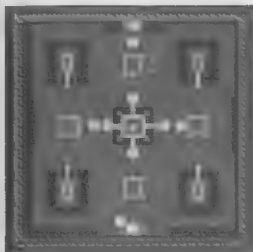
Automedikit

MISSION TIPS

This is a tough mission because of the unbelievable number of enemies that are waiting for you. Yes, that's right, they know you're coming. You can't avoid them, your job is to kill them all.

First thing to keep in mind is **don't let them get on more than one side of you**. With this many enemies, you're going to need room to run away and recoup more than once, and if you ever get trapped, you're a goner. Your best overall bet is to use your Long Range Rifles in most situations.

The enemy will be coming at you in waves. Pick off as many as you can at a distance with your Rifles, then lob a canister or two of Knockout Gas at them. Minigun the ones left standing, then kill the ones that are minigunous. Continue to do this until you only have two or three canisters of Knockout Gas left.



- 1 Landing Evac Area
2 Guards
3 Zealots
4 Spider Droids

Head to the flying vehicles that you saw at the beginning of the mission. They will provide some protection. **Get in and fly over the remaining Zealots.** Drop out the last of your Knockout Gas and land before your vehicle explodes. That should slow them down a bit.

Stand firm and use your Miniguns on the Zealots until the Spiders appear.

Use your Long Range Rifles on the Spiders. Whatever you do, don't let them get close enough to shoot you.

Don't stop until everyone is dead.

13. DUPLICITY (London)

NOTES

Provide maximum security for the Chief Executive meeting. Discretion with weapons is not required.

Events Necessary for Success:

Separate your agents

Secondary Objectives:

None, just keep Drennan safe

EQUIPMENT

Long Range Rifles

Launchers

MediKits

Cerberus IFFs

Knockout Gas

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

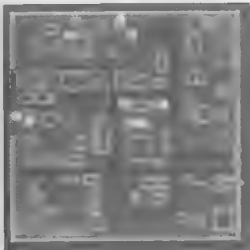
None

MISSION TIPS

Just in case you were tired of always having your Agents move as a unit, here's a mission where they all have to act separately.

You have about twenty seconds to set up your IFFs before the enemies begin their attack. Send one Agent to set up his IFF on the car park side of Drennan, have another Agent set up his IFF in the car park itself, have the remaining two set up theirs on the pavement north of the executives (the road side of the tall building). The Agents should remain near their Cerberus IFFs to slow down the assault.

According to their plan (isn't it nice to have access to their schedule?) one Punk will come in a flying vehicle from the west, and then a few seconds later a few more will attack from the east. Don't use lasers - they recharge much too



- 1 Professor Drennan
- 2 Presentation Podium
- 3 Data Vault
- 4 CorpCorp Executives
- 5 Position one Agent here
- 6 Position two Agents here
- 7 Punks & Guards
- 8 Punk & Flying Vehicle

SHOW: Use your Launchers and Long Range Rifles to kill the Unguided and when your Agents need healing, hit the Medkit

Now concentrate on the two Agents who arrive on the sidewalk north of the lecture hall. Bring the Agent from the car park here to bring support by attacking the Punks from behind while the other two try to hold their positions. **The cops are on your side** today, so far from this. Now remember, you are in a city where there will probably be a few Punks hanging with guards. **this needs to be cleared out before Drennan shows up** to get the video

Near the video data vault will be some Punks with Agent guards in the chase and stun them with Knockout Gas

When Drennan is moving, keep two Agents beside him, and have the other two run to the **data vault**

There will be attacks from the south, as well as attacks on Drennan. Punks are crawling everywhere, particularly concentrated on the east side of the city

Go from Agent to Agent, checking your scanner for Unguided Punks. **When Drennan reaches the podium the threat will decrease** as you clear out Agents out farther afield for best coverage

14. DEEP MIND (Tokyo, Bangkok)

ORDERS

Rescue Professor Drennan from the cultists

Events Necessary for Success:

Blow up the wall of the complex

Secondary Objectives:

Rob the bank

Leave the Unguided marching down the center street alone

EQUIPMENT

Long Range Rifles Miniguns

A Persuadertron Medixits

Lots of High Explosives

NETSCAN INFO

Laser turrets under police control

Estimated contents value of bank vault: 2.5 M Cr

RESEARCHABLE AT END OF MISSION SERIES

Satellite Rain

MISSION TIPS

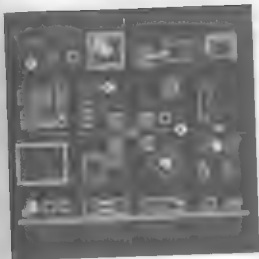
The first thing that will happen will be an attack by several Zealots. You should deal with them. The trouble comes with the **flying vehicles**. If you start having problems with the flier attacks, hide under or in a building until you get your Health back.

A gang of Unguided's going to be marching down the center street. Don't attack them — it's not worth the hassle.

There are two different methods for getting Drennan back. One is direct, the other is more circuitous but garners more goodies.

Indirect Method

If you travel to the right of the raised area in the center of the city, you will find a bank. Blow up the bank and use your Miniguns on all the cops who come in response to the alarm. Continue through the city anti-clockwise and you'll find



MAP KEY

- Landing/Trav Area
- 2 Cultist Stronghold
- 3 Professor Drennan
- 4 Police Laser Turrets
- 5 City Bank
- 6 Flying Vehicles (Destroy Before Rescuing Drennan)
- 7 Knockout Gas
- 8 Unguided March

a nest of Punks that you can either avoid, or Persuade and/or kill

Past them in the north section of the city's a temple surrounded by Unguided — this area is useless to you, so avoid it

Also in the north section is the place where Drennan is being detained. At this point, you start following the Direct Method

Direct Method

Go to the place where Drennan is being detained. You will need Long Range Rifles to **shoot down the flying vehicles**. Once you've downed them, turn your attention to the **external patrols**. Whatever you do, don't go wandering around the front entrance, since they have a pair of **gun turrets** just waiting to slaughter anyone foolish enough to stand in front of them.

The best way, if not the only way to get in is to **blow up the wall**. When you have the time to spare, find a wall away from Drennan and blow it up with a High Explosive. If you aren't careful, and explode Drennan up along with the masonry, your reputation is going to take a serious hit. Tell the people inside and walk up to Drennan. He'll recognize your Agents' trustworthy faces and follow you to the M. Ink. **Move as quickly as you can**, while still keeping Drennan surrounded and protected. If you see Zealots, use your Long Range Rifles to kill them before they can hurt your "client."

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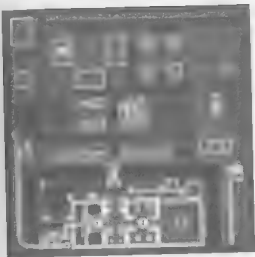
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MAP KEY

- 1 Landing/Exac Area
- 2 EuroCorp Operation Center
- 3 Heavy Zealot Activity
- 4 Scientist Area

Run northwest across the **four Zealots** who are holding the corner of buildings.

West of the corner is a gap in between another group of buildings and you'll be able to exterminate the last batch of Zealots in the city. They are in a **large stationary vehicle** in the west. Get your long Range Rifle's ready and hold and destroy it. Now you can see the spot where you'll need to pick up the weapons lying around.

15. RE-ALIGNMENT (Honolulu)

OBJECTIVE

Your mission is to provide our side of the security arrangements. It's critical for the sake of their confidence in EuroCorp that no harm comes to any of Hawaii AIS executive personnel.

Events Necessary for Success:

Destroy the tank.

Secondary Objectives:

Get the Stealth Skin.

EQUIPMENT

Launchers

Pulse Lasers

Ion Mines

Long Range Rifles

Mediats

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

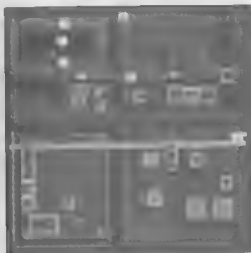
None

MISSION TIPS

Looking at the layout of your enemies, my best advice would be to use **three Agents for area surveillance** and mopping up, while **keeping Agent 2 with the executives** and allied Agents at all times.

First, **defend the entrance** to the reservoir with your launchers until the initial wave is over. Then send three Agents to the first cross-aid. There's a tank, but you'd better just leave it alone for the moment. Instead, use your Long Range Rifles against the Punks.

Return to the reservoir and wait in the alley. Use your Long Range Rifles, and then run to the front of the alley and switch to Launchers. Send some rockets into any groups you see, and when you run low on Energy, switch to Pulse Lasers. I wouldn't switch from one alley to another, it's better to stay put.



MAP KEY

- 1 Landing Area
- 2 Rendezvous Point
- 3 Entrance to the Reservoir
- 4 Evac Area
- 5 Punks
- 6 Tank

Wait until the tank is at the farthest point in its pattern, and then run out and **kill at least four Ion Mines** down its path. Retreat up the ramp. When the tank runs over the mines, finish it off.

Go down to the cross road and head toward the Punk and Zealot assaults. Use long Range Rifles as much as possible. Head toward the MI. Punks will attack from the right, so you have to **make sure that all these enemies are dead** before the executives go through the city.

The only real danger at that point should be a **flying vehicle** that will attack you at the first cross road. If you can finish it off, and it's a tough one, then you will be able to safely take your time crossing the city and picking up items of interest. There aren't that many more threats in the city.

Turning right at the second cross road brings you to the remains of the allied **Sanctuary Base**. It's **chawing** with Zealots, but the Zealot with **Stealth Skin** makes it worth the effort. Sources tell me he is generally by the tanks.

16. THE SPECIAL AGENT (Johannesburg)

ORDERS

In tiate the drone connection immediately and take contro of Agent Wu. Seek out and Persuade Mirabele Lucy DeSaxo.

Events Necessary for Success:

You can't really catch DeSaxo. Just stay alive and keep an eye on her until she goes to the IML.

Secondary Objectives:

None

EQUIPMENT

Only Agent Wu, and only armed with what he already has

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

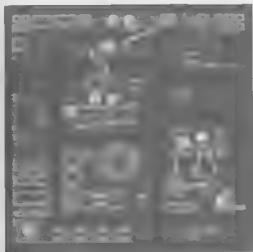
None

MISSION TIPS

Don't try too hard to catch DeSaxo. She's too slippery at this point to actually Persuade.

Take Wu up the shuttle tube just north of him. Then don't waste any time, but run behind the building and head for the exit tube. Zealots will attack you, but as long as you don't let them group up you should be able to kill them with the Pulse Laser. - remember to supercharge it, because it's a waste of time if you just squeeze out shots rapid-fire. if you need to, pick up the Medikit off of one of the bodies.

Now this is where things start to get complicated. Head across the road from the exit tube and **grab the bike**. Head to the car park next to the western roundabout. Watch out for the Zealots at the top of a ramp. - they've got a Launcher. Kill one as the bike passes by, and then get out of the vehicle as quickly as you can once you're in the parking lot.



- 1 Landing Area (Wu)
- 2 Michelle DeSaxo
- 3 Zealot-Held Facilities
- 4 Zealots with Launchers

At this point, **don't stop moving** for any reason. If you become a target for the guy with the Launcher, run around and fire at them with the Pulse Laser. Once you kill them, you can take the Launcher if you need it.

Head up the ramp at the north of the parking lot, and go through the buildings to the right until you come out at the garden. Kill the waiting Zealots with the Launchers. If you run low Energy or Health, run away until you are recovered. Head through the shuttle tube and kill any Zealots you run into.

By now DeSaxo has entered the building she's been heading toward. It's very heavily defended, so you might want to just hang back and watch. She has orders to stop by the temple in the southwest section of the city.

The goal here is survival. If you want, you can run in and send firing rockets after any Zealots you find, or head toward the temple, firing at any enemies that pop up. Gunfire around the temple should spook DeSaxo, and send her running to the IML Link. Once that happens, the mission is complete.

17. SLOWDIVE (Cairo)

ORDERS

Eliminate Mirabele Lucy DeSaxo

Events Necessary for Success:

Kill DeSaxo

Secondary Objectives:

The road crossing the river should be destroyed

Kill the executives, take their money and their Plasma Lance

EQUIPMENT

Pulse Lasers

Ion Mines

Long Range Rifles

Med kits

At least 3 Launchers

NETSCAN INFO

Eavesdrop: significant cult presence throughout city — no police response

Eavesdrop: Ironmaster Defence Industries executives scheduled to meet Zealots — reason unknown

RESEARCHABLE AT END OF MISSION

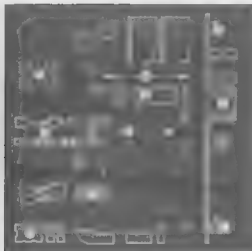
Trigger Wire

MISSION TIPS

Take it from me, Boss, you just aren't going to be able to do the preparation required. There's no way to Persuade enough civilians and Zealots to have a triumph. Persuade DeSaxo, or at the very least, **destroy her**.

DeSaxo and DeSaxo have a secret. This means she's usually going to try to kill you with it the second she sees you. If you can, get away before she gets you — that means **run away from DeSaxo**. If you can't, get away from her, then throw your weapon of choice and head behind the IMU to kill the Zealots there.

Don't cross the river yet. Head down the road to the lower sector of south Cairo. When you've gotten down the slope you'll find a Zealot in a flying vehicle — or he'll find you. If you're good, you can get the vehicle to explode above the sloped road, thereby destroying it. If it survives, you'll need to **blow up the road** yourself.



MAP KEY

- ① Landing Area
- ② Evacuation Area
- ③ Zealot Activity
- ④ Arms Dealer Meeting
- ⑤ Zealots and Gas Canisters
- ⑥ Tanks

Arm your Agents with Long Range Rifles and snipe the two Zealots guarding the entrance to the pair of buildings on the river side of the road. Poke around the ramp that they were guarding, and you'll flush out some of their friends in a flying vehicle. Shoot and retreat any direction but west, taking cover when you can, until you run out of room, then use Minguns on the survivors.

Now, if you'd like to get some free money and a Plasma Lance, head west on foot. There's a meeting scheduled between one of the Sanctum Protectorate and his arms dealers. When they see you, their bodyguards will attack while the VIPs run for their cars. They don't know that you've destroyed the road.

Getting across the city can either be safer and more time consuming, or dangerous and a lot quicker. If you want the safer route, **head toward DeSaxo on foot**. If you want the extra challenge, fly directly for DeSaxo—you will be everyone's favorite target.

DeSaxo will run around the city, but follow her relentlessly, shooting her with your Launchers. Her vehicle might explode in mid-air or she might get her timing right and land before it goes off. If she gets out of her vehicle, hit her with your Long Range Rifles and anything else you think might work. As soon as she dies, **get to the IML pronto**, stopping for nothing.

By the way, if your vehicle looks like it won't make it, land on the side of the city with the IML and go on foot. Don't ever stop your fleet, because you'll be a sitting duck in a world of trouble.

18. EXODUS (Sevastopol)

ORDERS

We want Sevastopol destroyed. We're holding it here. We can re-populate it later when our clone factories are back on line.

Events Necessary for Success:

Use the tanks your allies are holding for you

Secondary Objectives:

None

EQUIPMENT

Launchers	Long Range Rockets
Medikits	Nuclear Grenades

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION SERIES

Status Field

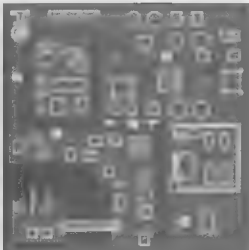
MISSION TIPS

A right Brain this is. Long to sit and wait in the park. If you'd better be prepared to lose an Agent or two. There's only one vehicle in game and you're going against an enemy that's three times as numerous. Remember, if one of your guys is going to die, self-destruction is the most efficient exit.

Head through the line that's set up to save you. Long Range Rockets pop anyone you might meet. Keep an eye out for Pink. Can't cut out tank. We have a clue we had that you can see if you're watching. Get close to the tank and use the tank's self-destruct. Remember, if one of your guys is going to die, self-destruction is the most efficient exit. If they're holding a tank ready for you to use.

However, in the case of the tank, if you see a Pink, you can't let it drive by them. Fire rockets at them as you drive past.

Remember, if one of your guys is going to die, self-destruction is the most efficient exit. If they're holding a tank ready for you to use. However, in the case of the tank, if you see a Pink, you can't let it drive by them. Fire rockets at them as you drive past. Remember, if one of your guys is going to die, self-destruction is the most efficient exit. If they're holding a tank ready for you to use.



WIND KEY

- Landing Area
- 2 R & D Facility
- 3 Flying Vehicle
- 4 Occupied Tank
- 5 Unoccupied Tanks

When the flying vehicles show up and start dropping Nuclear Grenades, it's a really good time to run away. Shoot any vehicles that follow you with a Long Range Rifle.

Head back to the west part of the city, and run up the ramp that leads to the L-shaped raised sector. Travel east, then south, shooting anyone you meet with your Rifles. After you kill everyone who shows up, rifle the bodies for cash.

All the areas that you've gone through should be cleared of any and all enemies. **the last area to sterilize is the island.** Get on a **flying vehicle** that is being held for you by your allies and fly to just offshore of the island. Shoot at the Punks on the island, keeping an eye on the flier's condition. Until the vehicle's too weak to go on. Head back to the mainland and park.

Send one or two Agents through the **shuttle tubes** onto the island. There is Trigger Wire around the shuttle exit, so simply retreat to the waters edge. Hit them with everything you've got, especially using your Launchers and Grenades. You've got a good chance at killing them all, but in case things turn ugly, don't forget about **Self-Destruct** as a last-ditch attack. Several of the Punks have High Explosives on them, which can be used to your advantage by shooting at them after they're down. Don't think you've won before another flying vehicle lands, because it carries another wave of Punks.

Return all survivors to the M.I.

18. EDGE OF DARKNESS (New Delhi)

ORDERS

Eliminate Deel Gonda. Crush the uprising.

Events Necessary for Success:

Destroy the tanks.

Disarm the case of money and take it home.

Secondary Objectives:

Grab the Plasma Lances to sell.

EQUIPMENT

Launchers

Long Range Rockets

Ion Mines

Nuclear Grenades

Med kits

NETSCAN INFO

Satellite Alert. EuroCorp operatives and MBT

RESEARCHABLE AT END OF MISSION SERIES

Stasis Field

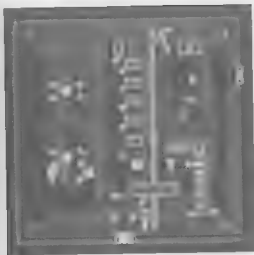
MISSION TIPS

Judging from the information that we've downgraded, this mission is going to keep you hopping.

Run and find the guard house. Kill the Punk there with a Long Range Rifle, return and recharge. Take out the other three. Take their Plasma Lances regardless of whether you have researched them or not. You can sell them for a wad of cash.

Be patient and **don't rush forward**. Just wait for Punks to pass the entrance of the roadblock. Fire at them and any trucks, and then duck behind cover. Keep this up until the flying vehicles arrive.

Staying behind the barrier, hit the trucks with Long Range Rifles, then switch to Launchers, then back again. **Do not leave the roadblock area until you are no longer being attacked.**



MID CITY

Landing Evac Area

- 2 Chemical Plant
- 3 Distribution Facility
- 4 Tank
- 5 Enemy Vehicle
- 6 Punks with Launchers
Nuclear Grenades and
Flames

Run out to the junction outside the area. A vehicle will come up the ramp, and the Punks will get out. When you see them start toward you, retreat and take cover, hogging them when you can until they are all dead. Now head toward the **two tanks** in the area ahead of you. Put down a hand grenade. Mines in the junction ahead of them, and then lure them over your trap.

Hide behind a wall, wait that they over the railway and pop out to fire rocks or the tanks. The rocks will **keep moving** so the tanks miss you as much as possible. Use cover when you can.

When those tanks are history, go down the right hand slope to meet a Punk force and a tank. Throw a Nuclear Grenade between them and the slope and run away. Turn and fire off a shot when you can. When the Punks are dead go back for the tanks.

From here on out, it should be a little easier, but as always your safest tactic is to **keep out of your enemies' range** as much as possible.

Next go to the parking lot between two red buildings. Down the right hand slope and to the right where you will find a cave full of money. Do not wait up to it, though. **It's a trap.** Position an Agent behind each of the nearby terminals. This should switch off the trap after a few seconds. Send one Agent up to the cave to see if it is safe yet. Any Agent that disappears will return a short while later.

19. ARAB AGENDA (Al Manamah)

ORDERS

Agents must kill Agents. Seek and destroy the truck and its escorts before they reach the AI.

Events Necessary for Success:

None

Secondary Objectives:

Blow up the temple and get the money

EQUIPMENT

Plasma Lances (if you have any)

Long Range Rifles

Cerberus FFs

High Explosion Mines or Nuclear Grenades

Med Kits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

Plasma Lance

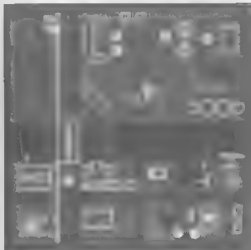
MISSION TIPS

This is definitely one of the scariest missions. One day, they've been warned about you.

First of all, I can tell you there is a tank and a flying truck on the other side of a swampy area. The AI will tell you to **destroy the building** (the temple). Punks on the other side and then finish them off with Plasma Lances. Retreat before you get swarmed.

Next, arm your Agents with Long Range Rifles and run across the path (the path is the only way to the temple). The Punks will be waiting for you at the Punks on the other side. Don't stop running — the Punks have been waiting for you.

Arm your Agents with Plasma Lances or Long Range Rifles and shoot down the flying vehicles that come after you.



- 1 Landing Area
- 2 A Bunker
- 3 Rogue Agents
- 4 Approaching Zealot Forces
- 5 Occupied Church
- 6 Tank
- 7 6 Flying Vehicles
- 8 2 Tanks and lots of Punks
- 9 Unoccupied Tank

Head to the front of the stone pyramid. Wait until the Agent with blond hair is not in the tank, and then charge the enemy Agents. When the battle is over, put your Cerberus FFs on the road between the AI and the harbor.

The next attack they've got planned will be with tanks and ground troops, but you've dealt with these before. Do whatever works best for you. Keep an eye out for the **flying truck** if you were unable to destroy it at the start of the mission. If it is still around, it will land near the harbor and unload Punks armed with mines. If this happens, you'll have to scramble to kill all the Punks in time.

Now that things are calmer, go to the Zealot temple. **Avoid the front entrance**, since the security is quite strong there. Instead, blow the temple up from behind, kill any guards and take all the money.

20. CONFRONTATION (Colombo)

ORDERS

Secure the orbital elevator facility. Additional operatives will be on site to assist.

Events Necessary for Success:

Do not group your Agents unless they all survive the first attacks and you've stolen a tank.

All Agents must survive.

Secondary Objectives:

None.

EQUIPMENT

Maxed Mods Plasma Lances

Medikits Automedikits

Trigger Wires Stasis Field

As many Nuclear Grenades as you can afford.

In general, don't worry about saving money since you'll have to run the next three missions without re-equipping. This is what you've been saving all that money for.

NETSCAN INFO

None.

RESEARCHABLE AT END OF MISSION

None.

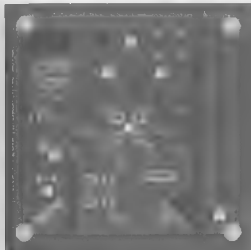
MISSION TIPS

Do not group your Agents! All Agents must survive or the mission is a failure.

Although the Agents are equipped with maxed mods, they're not necessarily able to handle anything they throw at you. All Agents should draw Plasma Lances. Each Agent has four Agents protecting him.

The first plan is to make **Agent Four** your main defense. Stay in the middle and shoot the vehicles with fully charged Plasma Lance shots. Stay in the middle and don't move. Let your guards protect you.

As soon as Agent Four's battle is over, switch to **Agent Two**. Position him



MAD MIX

- ① Landing Area
- ② Landing Area (begins with many Flying Vehicles)
- ③ Orbital Elevator
- ④ Anti-Satellite Defense
- ⑤ Unoccupied Tank
- ⑥ Main Zealot Force (Tanks, Mechs, Imperial Guards)

behind his guards and wait for the Zealots to attack. Kill them from as far away as possible, since they are carrying explosives. If possible, use that fact against them. If you have a Stasis Field, use it accordingly.

The next attack is on **Agent Three**. Focus your attention primarily on the Sanctum Protectorate. The enemies in this area are also carrying explosives, so keep that in mind. A Stasis Field would come in handy here, too.

After those attacks, the best thing is to **group your Agents together**. This is going to be easy.

Agent One should go left to the Zealot and take the **tank**. Bring Agents Two and Four to Agent One and have them all enter the tank. Direct the tank to Agent Three. Have Agent Three enter the tank. Direct the tank along the cleared path around the edge of the city to the western edge. Have the Agent in the tank attack the four Zealots.

Have three Agents leave the tank, and send the tank up the ramp to the **Orbital Elevator**. Have it stop right before the edge. Now have your remaining Agents group together and run up after it. This is incredibly difficult, since there are Nuclear G-mechs being mowed in them. **Timing is everything.** Your remaining guards should enter the fight. Have your Agents all re-enter the tank, get as far as they can and exit before the tank explodes.

Activate their Super Shields and run for the elevator.

21. SHUTTLE DIPLOMACY (Orbit Station)

OBJECTIVE

Take or other shuttle and fly away. The final task is destruction and elimination.

Events Necessary for Success:

The little vehicle does not get shot.

Turn off the item's self-destruct sequence.

Turn off station's self-destruct sequence.

Shot off the final gate and go to the moon.

Secondary Objectives:

None.

EQUIPMENT

You have whatever is left from the previous mission.

RESEARCHABLE AT END OF MISSION

None.

MISSION TIPS

Essential Information: the Orbital Station has a built-in security system. Part of this system is several **time-activated gates** that prevent access to certain areas of the station. In some places are electrical fields, in others are Stasis Fields. (They look like a blue field.) **Station personnel carry explosives**, and since the station is in space it is *highly important* that you not let any explode. A breach of the outer wall will be fatal to everyone.

Initially, have all your Agents go to the junction, then immediately retreat — killing Zealots and getting their mines. When those Zealots are cleared out, return to the junction. Take out the Zealot at the end of the corridor and also the Spider that is down the first tube on your right.

Keep your little vehicle from exploding. Go to the end of the corridor and turn right toward your first objective. If you feel the need to destroy one of the square gray buildings, use your Plasma Lance. Kill the two Zealots, pick up their mines and grab your objective.

Turning off the self-destruct sequence is done by placing an Agent in front of each of the terminas.

Go back to the first junction and go straight ahead. You can ignore any Gas attacks due to your mod 3 bodies. Rush the Zealot, kill him and take his mine. Move one Agent to the terminal beyond him, and put another at the other ter-



- 1 Landing Area
- 2 Junction
- 3 Spider
- 4 Objective #1

<Sorry I couldn't get a more detailed map, boss, but you wouldn't believe the security around this place!>

minal. This will turn off the stasis field and the time gate behind it, giving you access to the second half of the station.

Continue with the other two Agents. Go to your start location and head the other way, into the rest of the station. Kill the Zealot and take his mine. Turn left at the junction and continue to the next Zealot. Kill and take as you did with the previous one. Put another Agent at the terminal here, thus opening another time gate, and take your last Agent back to the T-junction and proceed ahead. Have your last Agent position himself at the final terminal. That will turn the security system off entirely, so **regroup all your Agents**.

Unfortunately, turning off the security system activates a **station-wide self-destruct sequence**. In turn, that means you must get to the junction and the objectives there and destroy the bomb. There's a **flame trap** at the two primary junctions. Destroy one of the landing Zealots, the trip, kill the Zealots waiting up the corridor, and put an Agent in front of the terminal there. That keeps the station from self-destructing.

That done, continue down the corridor to the final objective. Kill the Zealots, get the item, and head up to the last time gate. Switch off the gate by killing the Zealot by the terminal beyond the gate. That's a job well done.

22. CHURCH OF THE POISONED MIND (The Moon)

ORDERS

The Nine must be stopped before it is too late.

Events Necessary for Success:

Kill the Nine

Secondary Objectives:

Get the Graviton Gun

EQUIPMENT

You have whatever is left from the previous encounter

METSCAN INFO

None

RESEARCHABLE AT END OF MISSION

None

MISSION TIPS

If you hesitate, you'll die. Not only do they have a heads up that you're coming, they are heading to the landing platform before you even get there.

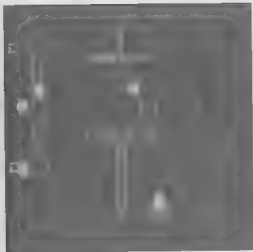
Run off the landing platform and around the left side of the structure in front of you. While you run, draw your Plasma Lances. Without stopping, kill the two Spiders. When you get a decent distance between you and the people following you, line up "firing squad" style and open fire on the Zealots and Spiders behind you.

Next, you will turn **kill two of the Nine** that are in a compound nearby. Blow a hole in the structure with a Nuclear Grenade, or if you don't have any more, with whatever you have on hand.

Toss a couple of Grenades into the compound, and check to be sure you kill two members of the Nine. Now either put on your Super Shield and pick up the Graviton Gun, or wait and kill the nearby Zealots.

Once you have the Graviton Gun, **keep firing**—even if no enemy is in sight. The Graviton rockets search out the enemy for you.

Keep heading toward the Nine as quickly as you reasonably can. Keep firing with the Graviton Gun. *Do not retreat at this point for any reason.* **Target and**



- 1 Landing Area
- 2 Recommended Entry Point
- 3 Grenade Gun
- 4 Recommended Exit Point
- 5 Spider Droid

Kill the Nine With the loss of the firepower this is either all the last mission. The fate of the earth hangs in the balance, and stinting on firepower won't win you any awards.

Hang in there, and keep firing.

121

121

CHURCH OF
THE NEW
EPOCH

O. HARBINGER (Detroit)

OBJECTIVE

Your mission is to take control of a substation belonging to EuroCorp's UTOPIA network.

Events Necessary for Success:

Steal a car

Secondary Objectives:

None

EQUIPMENT

WFS

Med kits

NETSCAN INFO

Eavesdrop: recommended means of gaining entry to Syndicate Ground Station

RESEARCHABLE AT END OF MISSION

Minigun

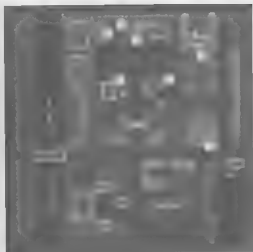
High Explosive

MISSION SUGGESTIONS

The Virgil guy is right: this one shouldn't be hard at all.

As you leave the IML, you'll see a handful of guards and Police. **Kill them all**, being careful not to shoot the Police car overmuch, and **take the vehicle**. Direct the car into the enemy base and kill the Agents inside. Remember, it's harder for them to hit a moving target.

Once those are taken care of, go into the **bunker** at the top of the base. The WFS is planted automatically. Head on back to the station, keeping an eye out for any further threats.



MAP KEY

- ① Landing/Evac Area
- ② EmpCorp AI Station
- s EmpCorp Guards
- ⓧ Unattended Vehicle

1. MISSIONARY (Tripoli)

ORDERS

Your acolytes' firm guidance is required in Tripoli, where the emergent chaos brought by the Cataclysm threatens our new temple. Defend our faith with maximum force.

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Uzis

As many M19 guns as you can

An Inductorinator

Medkits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

Long Range Rifle

MISSION SUGGESTIONS

This looks like a mostly "shoot, shoot, shoot" mission. Ali, I can tell you is the most efficient path to take.

Head north from your starting point. When you see a green dot to the west of your position, head for it, eliminate it, and then return to your original path. Continue north. Look for a road that heads to the east, and take it until you find a group of three Unguided. Kill them.

Path 2: Head north from your starting point. When you see any Unguided Punks, kill them. This will save you time and trouble later on. When you reach the end of the path, head west and then north. You should see a few Unguided trying to get into the Church sector. Kill them.



1. Loading Area
2. Garden of Meditations
3. Punk Area

The last group large enough to get special treatment is west of your current battle site. Head there and shoot them. When you kill these guys, be sure to **frisk their bodies** for weapons, because one of them probably has a Minigun, and those are pretty useful at this stage of affairs.

Now all you have to do is follow the target(s) heading and vent the air and all of the Punks that appear on your scanner. Single targets should be no threat to your Agents. Be sure to watch out for Police cars and Punks sneaking up on you.

That's about it, Boss.

2. CONVERSIONS (Buenos Aires)

ORDERS

We must stir this brew in Buenos Aires. By converting two mutual enemies, our Church will assume control of the whole of the city.

Events Necessary for Success:

Persuade an army

Kill the Punks who robbed the gun store

Secondary Objectives:

Get the punks' money and weapons

Rob the bank

Persuade the Scientists

EQUIPMENT

An indoctrinator

As many Miniguns as possible

ZZ's

Medkits

NETSCAN INFO

Eavesdrop: city vaults estimated to contain 1,000,000 Cr

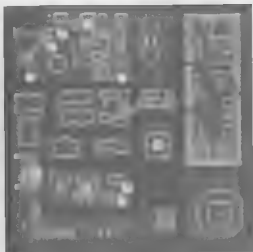
RESEARCHABLE AT END OF MISSION

Flamer

MISSION SUGGESTIONS

There shouldn't be any real problems during this mission. Most, if not all, of the people that you will be indoctrinating are regular civilians, and that means you don't have to run around building up an army before trying to convert them.

One of the targets is in an **alley** to the north. There is a Punk ambush waiting for any **ZZ's** spending Agent, and they're loaded with **Knockout Gas**. The good news is that the gas won't harm you, so it's not necessarily the end of the world if you get caught. The bad news is that the Punks might think of shooting you while you're down. Avoid getting gassed if you can.



KEY	
1	Landing/Exec Area
2	Juan Ormandoz' Office
3	Chico Ramirez' HQ
4	City Bank
5	Scientists
6	Guards
7	Syndicate Guard
8	Police Guards
9	Punks

Oh, and don't forget to check the bodies

When you go after the fellow in the **walled area**, you'll have to "negotiate" with the Police to get in. While you're doing that, keep a watch for some Punks who are running out of a **gun shop**. If you kill them, and you should, you'll find that one is carrying a High Explosive which will come in useful later. Take it and their money. Don't put off killing these Punks, or their killing spree will wipe out your target, and you'll miss your chance to indoctrinate him. That would be a failed mission!

On the way back home, there's a bank just waiting for an encounter with your newly acquired High Explosive.

3. TEST OF FAITH (Santiago)

ORDERS

The time has come to test the strength of our faith. A lone Agent of the Syndicate has been seen lurking in the shadows of Santiago. Convert him.

Events Necessary for Success:

None

Secondary Objectives:

Get the Disrupters — you can sell them for a lot of cash.

EQUIPMENT

At least 2 Indoctrinators

Miniguns

Long Range Rifles (if you have them)

Medkits

NETSCAN INFO

Edwardrop: M... ..

RESEARCHABLE AT END OF MISSION

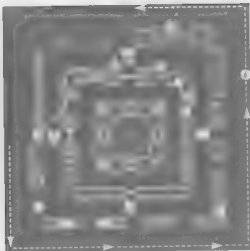
on Mine

MISSION SUGGESTIONS

The key to this mission is indoctrination. The Syndicate guards will have Disrupters, and the Police will be shooting at the Indoctrinatees, so you'll have to move fast and Indoctrinate as many people as possible.

Move east of your start position until you reach the end of the road and then head south. **Syndicate guards armed with Disrupters** — kill them and take their Disrupters — it's better for the mission if there aren't people running around trying to undo your work, and you can always sell the Disrupters for money later on.

Persuade as many civilians as you can. When you've got as many as you can find in a reasonable time, head back to your start location. Continue west from there until you reach the **fenced-in Police station**. This is where you are going to have to be sneaky. The goal is to Indoctrinate all the Police, but if you go in yelling and screaming, you'll get shot. The best way to do this is to go in quietly and use the Indoctrinator on the Police. If you see a Police officer, don't shoot at him. If you see a Syndicate guard, shoot him. If you see a civilian, persuade him. If you see a Disrupter, take it. If you see a Medkit, take it. If you see a Minigun, take it. If you see a Long Range Rifle, take it. If you see a... ..



- 1 Landing/Evac Area
- 2 Target Agent Search Area
- 3 Destroyed Bridge
- 4 EuroCorp Guards
- 5 Punk Activity
- 6 Path of Syndicate Guards with Disruptors
- 7 2 Syndicate Cars
- 8 Flying Vehicle (escape)
- 9 Guards with LR Rifles
- 10 Guards

Now return to your start location yet again. This time you are going to make a circuit of the horizon, starting in the west and ending in the east. The first road you pass is the one that you passed in the Mission. It is the center of the map. At the IML there are two Police trucks lying in wait for you. **Avoid the trucks** if you can. You want to be well ahead of them so you can take care of any hazards before your army shows up and walks into the bullets. If you can leave your army behind when you enter the city center you'll still have all their power and they'll be safer.

In the city there are two groups of targets: one to the southwest and one to the east. Heed the southern one first and they will give you a better entry into the other. As you go, you'll find a lot of enemies. But you'll also find a lot of allies. The first group is the one to the southwest. It's the one that you'll find in the ruins of a bridge. They should be quite susceptible to the Indocinator.

Be alert. Although Trekin's Agents will be on the ground, they are not the only ones coming. Be sneaky and **use cover** as much as possible.

As the clock winds when you reach the two sets of Agents, go around one of the buildings they are standing next to. Get into their **vehicle**, select your Indocinator, and shoot the remaining Agents from the back of the car. As the Agents they are standing next to are shown, you can see when the last Agent is Perished and the vehicle gets out of them. This is the end of the evacuation point.

4. FOUNDATIONS (Johannesburg)

ORDERS

Our foundations are strong and expensive. The two gold-laden armoured cars which we are tracking in Johannesburg will feed our hungry coffers. Take them. Your cause is righteous.

Events Necessary for Success:

None

Secondary Objectives:

Persuade Scientist

EQUIPMENT

Miniguns

Long Range Rifles

Medkits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

Electron Maze

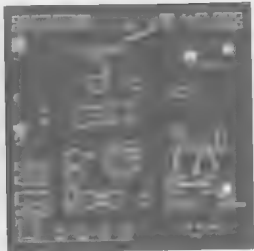
MISSION SUGGESTIONS

Your main objective is simply the **armed guards** who will keep you from stealing the truck. My best advice is thin them out before you tackle the armoured trucks.

To this end, group your Agents. Run to the **vault** in the northwest corner of the map. Arm them with Long Range Rifles and kill as many guards as possible from a distance. When the rifles run out of energy, switch to Miniguns. Although there are a lot of them, it shouldn't be hard to wipe them out unless your Agents get too close or you get careless.

Rumor has it that somewhere in this city should be an Electron Maze just in case you were interested.

Head to the bunker to the west of the main car park and wait for the **armoured trucks**. As with the vault, **concentrate on the Syndicate Agent** of one. Kill him and take the money from his corpse. Then kill the other guards.



MAD KFY

- 1 Landing Evac Area
- 2 EuroCorp Vault
- 3 Target Vehicle (Center)
- 4 Convey Destination
- 5 Scientist

Get in the armored truck and head straight for the ML. Drive straight through any of the Syndicate guards who respond to the attack. This is going to chase you nonetheless, but if you get to the IML soon enough, you'll lose them.

At the ML station, get X. Luckily, all the three station guards are head for safety.

5. MEETING OF MINDS (Geneva, Vancouver)

ORDERS

Lead DeSaxo into the heart of a EuroCorp laboratory so that she can indoctrinate a scientist there whose research complements our own.

Take this scientist to our nearest temple where Father Bala will perform his profession.

Send DeSaxo where the scientist tells you and bring his secrets to us.

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Only DeSaxo, and only with the weapons she chooses.

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION SERIES

Cerberus IFF

MISSION SUGGESTIONS

I've heard of DeSaxo, and although she's good, she's only as good as the one giving the commands. The main thing to keep in mind is that **she's not as durable as an Agent** with a few extra bullets. If she dies, you'll have to get her back at **snaking** than she is at direct assaults.

Send DeSaxo directly northeast of the edge of the enemy compound, and then have her **retreat** and hold the **fence at the southeast corner**. Then, move her to the bottom (south) of the compound. The patrolling Syndicate guards move in **set patterns**. The key word is **avoid**.

Send her along the west wall to the top of the map (northwest) and wait for a guard to arrive. Use a Long Range Rifle to kill him, and when his friends come over to see what is happening, kill them too. From here on out, there shouldn't be anything too difficult.

Approach the compound from the back and Indoctrinate the target. She should



KEY

- 1 Landing/Evac Area
- 2 EuroCorp Conf. Center
- 3 Dr. Schweizer
- 4 Father Black's Temple

leave the way she came, only **even more carefully** since her indoctrination moves so much more slowly than she does. Once clear of the enemy compound she should take her "orient" as quickly as possible to the delivery area.

I've heard a Pulse Laser can be found around here, but I haven't heard where

5. SOUL CRUSADER (Geneva, Vancouver)

ORDERS

Help DeSaxo retrieve the suitcase

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Only DeSaxo, and only with the weapons she chooses

NETSCAN INFO

Eavesdrop: Syndicate Agents detected

RESEARCHABLE AT END OF MISSION SERIES

Cerberus IFF

MISSION SUGGESTIONS

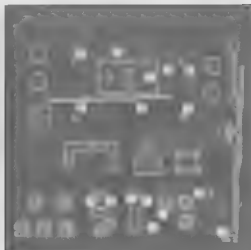
By now you should have the feel for controlling DeSaxo. The key to this mission is to **take your time**.

DeSaxo's Long Range Rifle is going to be the most useful weapon in her inventory, but you can't rush it. Always allow plenty of time for it to reload. In a pinch, switch to another weapon, but just try to stay out of range and **take cover** whenever possible.

DeSaxo must stay out of range of the enemy Agents at all times. She can always put up her weapons and hide from the Agents — she'll **blend in** with the regular civilians.

Once she has the briefcase from the center of the map, though, the Agents will all know who she is. Keep an eye on the scanner and **run**, cautiously, for safety.

Like Vancouver, I've heard you can pick up a Pulse Laser in this city. No, I don't know exactly where.



MAP KEY

- 1 Landing Exits Area
- 2 Dr. Schweizer's Laboratory
- 3 Agents

6. HERETICS (Hong Kong)

ORDERS

Protect our temple in Hong Kong from the Unguided storm which approaches the island

Events Necessary for Success:

Destroy the bridge

Destroy the footbridge

Secondary Objectives:

Persuade the Scientists

WEAPONS

Miniguns

Long Range Rifles

Med Kits

Indoctrinator

At least 2 High Explosives (i.e. you're going to want to blow up at least two objects)

NETSCAN INFO

Eavesdrop: EuroCorp special Agents (sappers) dispatched to Hong Kong

RESEARCHABLE AT END OF MISSION

Disrupter

MISSION SUGGESTIONS

Don't blink, because the fun starts the second you hit the city. Group your Agents and **run as fast as you can** to the north/northeast where you'll find the base they are supposed to defend. Cross the roadbridge to get there, and halfway across drop a High Explosive on the bridge. Within a moment or two of reaching the other side, the mine and the bridge should explode. If it doesn't, make sure that it does. Destroying **the bridge** is crucial.

Ungroup your Agents and have one Agent go to the **footbridge** the East of the road bridge. Have him blow up that bridge and run away. If you're lucky the explosions will have taken out a fair number of Unguided, as well.



MAP KEY

- 1 Landing Evac Area
- 2 Church Temple
- 3 Unguided Landing Areas
- 4 Unattended Vehicle
- 5 Scientists & Guards
- 6 Punks with LR Rifles and High Explosives
- 7 Road Bridge
- 8 Footbridge
- 9 Punk Routes

Now group your Agents and arm them with Long Range Rifles. Send them to the east side of the church and wait for the punks to regroup. To get show the sample from here because their plan was a synchronized attack from three sides. Now that their plans are in shambles, they can only attack in the one place where you have the upper hand. Keep killing them until the killing is over.

7. THE SACK OF ROME (Rome)

ORDERS

Cleanse this place of unbelievers

Events Necessary for Success:

Avoid the Airstrike that is called down

Steal a Police car

Secondary Objectives:

Persuade the Scientists

EQUIPMENT

Long Range Rifles Medikits

Miniguns or Electron Maces

4 High Explosives

RESEARCH INFO

Eavesdrop: estimated contents of vault 400,000 Cr

RESEARCHABLE AT END OF MISSION

launcher

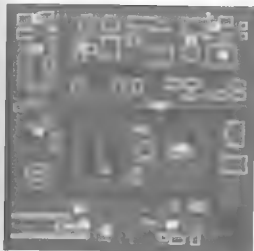
MISSION SUGGESTIONS

Arm your Agents with Miniguns as soon as possible. Your ultimate goal is the Syndicate base in the north, but you're going to have to go through an awful lot of Unguided to get there.

Move out of the station, and as soon as you see the Punks across the street, start **retreating** back toward the station. Kill them as they come. By the time you kill all these punks, some more should have come from around the houses to the east. Kill them as well, and if they haven't come out yet, go in and get them. Be warned, though, they have Knockout Gas.

Meanwhile, you've probably lost the **flying Syndicate vehicle** to the enemy Agents on foot. **Take cover** when you need to, use retreat tactics, and kill them all. Long Range Rifles work well against vehicles, but don't hesitate to switch weapons if you run out of power.

When those groups are taken care of, you have two more Unguided mobs to wipe out. They are both in the northwest, more or less. The first group you want to attack is in the far west. Go in after them, but be watchful for **Ion**



MAP KEY

- 1 Landing Elevator
- 2 Juggled Up's Rig
- 3 EuroCorp Garrison Gate
- 4 EuroCorp Agents
- 5 Vault
- 6 Airstrike Zone
- 7 Scientist
- 8 Syndicate Guard Area
- 9 Punks

mines Once you take care of these guys, head north for the last group

Timing here is tricky. You don't really have to do much, just go in, wait for them to call in an **airstrike** and as soon as you hear it coming, bug out as fast as you can. The airstrike conveniently takes out most of the Punks within the buildings for you. Go in and finish them off.

Head back to base to wipe up the Agents and guards within. You'll need a **vehicle** to get in, and the best one to grab is a police car at the police station. The only real danger there is from the Punks who are trying to blow up the station. Go ahead and drive into the base.

The second you get inside the base you'll be attacked, so be ready with your Minigun. **Stay inside the car** for as long as you can. Stay in the car for as long as you can for protection, but the second its energy gets low, get out and get away. Take out the guards first, and then go after the Agents.

Blow up the buildings Take care of the money first. Agents are in the building at least one mine for later. When you are down to your last mine, start shooting people.

On your way home, go ahead and blow up the bank. That's why you needed the last mine. Positive cash flow, that's the ticket.

Sources tell me there's a prototype of Hard Skin in a warehouse (next to a parking lot, near three chimneys and some IFFs) in the base to the north.

8. SERPENT'S EGG (Johannesburg, Buenos Aires, Santiago, Tripoli)

ORDERS

Ensure that no EuroCorp operative succeeds or ever returns to the Syndicate

Events Necessary for Success:

Kill all Scientists

Secondary Objectives:

The Syndicate Agents are carrying expensive weapons. Get 'em and sell 'em

EQUIPMENT

Min guns

Pulse Lasers

Long Range Rifles

Med kits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION SERIES

Clone Shield

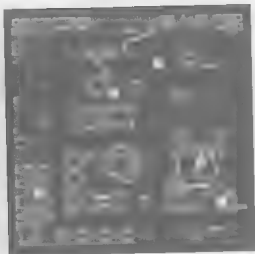
MISSION SUGGESTIONS

This is a kill, kill, kill mission

Waiting is the only way to get from the drop zone to the Church base. There will be **ambushes** set up by Syndicate Agents on the way, so be careful

There is a **secret** **researchable** **enemy scientist** who has infiltrated the base with the intention of blowing it up. That would definitely be a Mission Failed

After you've taken care of the scientist, prepare for an onslaught by Syndicate Agents. Kill them all and head back to the station. There are punks in vehicles **avoid getting noticed** **aren't worth the trouble** and they aren't part of the mission



MAP KEY

- 1 Landing Area
- 2 Church Controlled Area
- 3 Church Agents
- 4 Syndicate Agent Area
- 5 Evac Area

When you decide it's time to evacuate, take a couple of deep breaths because the station is infested with Syndicate Agents. Don't panic. Take cover when you have to, and don't be afraid of retreating when it means you can come back even stronger. Destroy them all.

8. NOT ONE OF US (Johannesburg, Buenos Aires, Santiago, Tripoli)

ORDERS

Regain control of the city

Events Necessary for Success:

None

Secondary Objectives:

Persuade the Scientists

EQUIPMENT

Miniguns

Indoctrinator

Pulse Lasers

Medkits

Razor Wire (optional)

Knockout Gas (optional)

Long Range Rifles (optional)

NETSCAN INFO

None

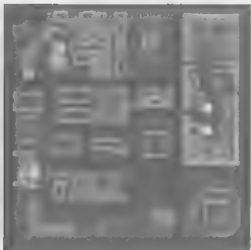
RESEARCHABLE AT END OF MISSION SERIES

Cone Shield

MISSION SUGGESTIONS

The city has two flycatcher controlled bases and you've got to clean them with you. This is especially a shooting gallery and you'll get a special base to be given.

Take out a base completely before you can enter the city. The city is a good idea and you'll stay with the group of people who go on.



- MAP XIV**
- 1 Landing/Evac Area
 - 2 EuroCorp Militia Garrison
 - 3 Scientist
 - 4 Syndicate Guards

from the two bases and the air support.

Don't let the two bases in your line of sight. **cover keeps them from spotting you**

As soon as you run out of Energy for one weapon, try switching to something else.

When you finish slaughtering the Syndicate, check around in the bases for anything useful. It can't hurt.

8. A MOTE IN GOD'S EYE (Johannesburg, Buenos Aires, Santiago, Tripoli)

ORDERS

Regain control of the city

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Miniguns

Medi Kits

Long Range Rifles (if possible)

Razor Wire (optional)

Knockout Gas (optional)

NETSCAN INFO

Eavesdrop: Syndicate strike team scheduled to arrive at garrisons within 48 hours

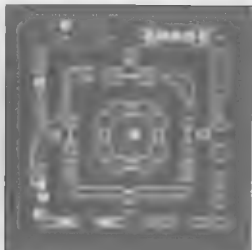
RESEARCHABLE AT END OF MISSION SERIES

Clone Shield

MISSION SUGGESTIONS

Although this is another Kili Everybody mission, that doesn't mean it's easy. There are so many people coming at you from everywhere that **you run a good chance of losing an Agent**. If you're in a bind, it's better to **Self-Destruct** and take out as many enemies as possible.

First priority after arriving is dealing with the Punks and Agents who are attacking you. Use your Long Range Rifles right off the bat, if you've got them, shooting as many as possible before you get within their range. Then switch to Miniguns. Keep up this Rifle/Minigun maneuver throughout the mission, since the whole place is crawling with people trying to kill you.



MAP KEY

- 1 Landing/Evac Area
- 2 Church Temple
- 3 Unguider Assault
- 4 Syndicate Agents
- 5 Unguider Area
- 6 Cerberus IFF

There are **Police in the air**. Kill the ones you can with Long Range Rifles, and stay out of sight when you don't think you have the advantage.

Be warned that there are Unguider patrols around all perimeter areas.

Head to the temple, but don't try to waltz in the entrance — it's guarded by IFF units. Also, if you get too close to the temple, Knockout Gas is activated. Ah, in all this, **don't really need to enter the temple** and Evacuate before the guards shut the screen and they are carrying **High Explosives** — don't shoot them after they're dead.

When the people at the temple are taken care of, go back to the evacuation site. **There isn't any point to taking the train into the city**. There's nothing worthwhile there, and there are mobs of Unguider that would be gunning after you remorselessly.

8. WATCHER (Johannesburg, Buenos Aires, Santiago, Tripoli)

OBJECTIVES

Regain control of the city

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Miniguns

Long Range Rifles

Medikits

Razor Wire (optional)

Knockout Gas (optional)

Long Range Rifles (optional)

NETSCAN INFO

Vault: estimated worth 800,000 Cr

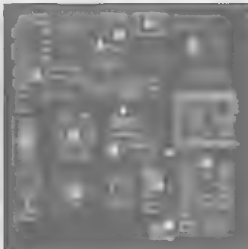
Satellite alert: EuroCorp Agent type identkeys detected, tracks unstable

RESEARCHABLE AT END OF MISSION SERIES

Clone Shield

MISSION SUGGESTIONS

First, if head north to the road and run at across the next will be the
red guard and then will take over the road and then
at any unguided who wander in. Keep your eye on the scanner



Landing Evac Area

Garden of Meditations

3 Zealots (Must Protect)

4 City Bank

5 Syn Agents or Guards

6 Path of 1st two Clones

Shield Agents

Syndicate Agents wearing Clone Shields will attack the Zealots. Once they have to drop their shields in order to attack the Zealot, that's when you should **kill them**. **When their shields are down they are easy to kill**. Remember, when their shields are up they look like civilians, so it's not a bad idea to shoot as many civilians as you have time for.

Their next target, should they survive, is the Zealot that you passed on the way here—the one to the south. Kill them with Long Range Rifles or whatever else you like to use.

After you finish with the Syndicate Agents, head over to the bank and wait for a **truck** to come and collect money. Ambush it and take the cash.

Meanwhile, the Zealots are returning to the gardens. They don't know that there are **three remaining assassins** out there. When you kill these last three, the mission is over.

9. THE POWERMONGER (Cairo)

ORDERS

Stop KotoSek as soon as you can. Make sure that he is dead before you report back.

Events Necessary for Success:

None

Secondary Objectives:

Get the Flame Sx'n

EQUIPMENT

Miniguns

Pulse Lasers

Medikits

Razor Wire (optional)

Knockout Gas (optional)

Long Range Rifles (optional)

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

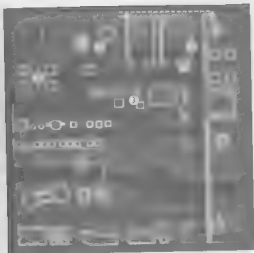
Automated kit

MISSION SUGGESTIONS

Okay, Boss, when you arrive in the city, your target executive is in the final 30 seconds of his life. You have a **limited amount of time** before he gets into his return shuttle and leaves. If he manages this, you've failed.

This mission can be failed in 30 seconds. Move fast.

As usual, Long Range Rifles are best for shooting him, since he won't see you until it's too late. The best way is to run from cover to cover using buildings, walls, etc., to keep from being seen. Don't shoot the guards, because they'll all come after you, and you'll be too busy to concentrate on KotoSek.



- ① Landing Area
- ② KatoSek
- ③ Syndicate Guard Area
- ④ Recommended Path
- ⑤ KatoSek's Destination

Remember that **killing the executive is your first priority**, not then back to the station, killing anyone in your way.

If you wanted to try, you could indoctrinate all the guards, but it takes a long time and is very hazardous. Time is not something that you have a lot of, either KatoSek, by the way, is immune to your indoctrinator.

Sources tell me that there's a prototype for Flame Skin in a square building with four doors. Several Syndicate Executives are on their way to inspect it. The message is garbled whether the Flame Skin will be there before or after the Executives arrive, or whether they have nothing to do with it at all.

10. DEADLY HARVEST (Al Manamah)

ORDERS

Destroy the voice of EuroCorp here, and every one of his minions.

Events Necessary for Success:

Steal the tank

Break through the roadblock

Secondary Objectives:

Get the businessmen's cash

EQUIPMENT

Miniguns

Pulse Lasers

Razor Wire

Knockout Gas

Long Range Rifles

Medkits

NETSCAN INFO

Eavesdrop: police have been assigned to escort a EuroCorp finance executive on business in the north-east of the city

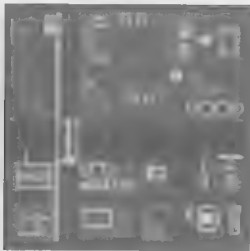
RESEARCHABLE AT END OF MISSION

None

MISSION SUGGESTIONS

The first thing you'll notice is that you start the mission on one side of a river, with all the enemy Agents on the other side. You could try the direct frontal approach, but you'll probably find out that's a bad idea. **borrow a tank** guarded by your allies. You'll find it to the east of your starting location.

There are two roads across the river. One is too small for your tank and the other one has a roadblock. Not to worry, just bulldoze your way through the roadblock. **don't shoot the guards** all the way across the bridge. Shooting at them causes them to blow up the



MAP KEY

- 1 Landing/Evac Area
- 2 Refugee Zone
- 3 Syndicate Businessman
- 4 Roadblock & Syn Guards
- 5 Zealots, Tank & Unguarded

bridge, and that's not going to help matters. If you are particularly concerned about the guards, you could send one or two Agents across to deal with them over there, but why bother?

Once you're across with the tank, you can meander through the city, killing ~~your way out and always~~ **keep an eye on the condition of the tank**, and be sure to get out before it explodes.

If you have the spare time, you might get some extra cash from a businessman who is flying in to close a deal. That is unfortunate timing on his part. He'll arrive on the very eastern edge of the city (on the side of the river where you started). When his car arrives, kill the man who gets out and take the money.

11. DONATION (Singapore)

ORDERS

You are assigned the holy task of appropriating hard credits from two billion vehicles which our sources tell us will be making deliveries to the headquarters of Singapore Central Bank.

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Knockout Gas

Medkits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

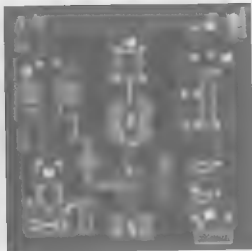
Nuclear Grenade

MISSION SUGGESTIONS

Be prepared when you come out of the IML to be jumped by 3 Punks. Arm up and dispatch them.

The **armored vehicle** is a **flying vehicle** which is the only vehicle located in the city. Avoid contact with the enemy as you fly around the city and get a good look at the **armored vehicle** from the **two locations** indicated by Syndicate guards.

Wait until the vehicle at the bank leaves. Fly out and shoot the guards that are left behind. When they are killed, land and hide, waiting for the **armored truck** to arrive. **Wait until the driver gets out** and then shoot him. If you try to shoot him before he gets out, he'll stay in the truck forever.



Landing Area

2 Target Vehicles

3 Rendezvous

4 Vehicle A's Destination
(Guarded)

5 Vehicle B's Destination
(Guarded)

6 Syndicate Guards with
Pulse Laser

7 Unattended Flying Vehicle

Follow the same procedure for the other vehicle. When both drivers are dead, have two Agents enter each vehicle and send them both to the rendezvous points simultaneously.

The guards will attack the vehicles as they pull away from the rendezvous. **Ignore them**—they will have no effect on the vehicles. Head back to the car and the getaway.

12. AUDACITY (London)

ORDERS

Have DeSaxo abduct a high-ranking Syndicate executive

Events Necessary for Success:

Remain unnamed as much as possible

Secondary Objectives:

Get the Nuclear Grenade

EQUIPMENT

Only DeSaxo, and only with the weapons she chooses

NETSCAN INFO

Eavesdrop: the professor's itinerary includes collection of data from this building

Eavesdrop: Unguarded invasion of North Side imminent

RESEARCHABLE AT END OF MISSION

None

MISSION SUGGESTIONS

Another DeSaxo mission. It's nice to have variety, but you've got to be quick or there's no way you will make it. The timing is tight.

First thing is to have DeSaxo **lead him north to the car park**. Avoid any confrontation with Punks or Agents until Drennan's aide arrives in a car. Run out, arm yourself with a Pulse Laser, shoot the aide and **immediately** **under no circumstances let anyone see DeSaxo armed with the weapon.**

Go to Drennan and **lead him to the car**. Drive to the Syndicate Headquarters. Go to the top of the ramp and then head directly back down again while the Punk drops a Nuclear Grenade and runs away. **Go to the Data Storage building** and get the video.

13. DIVINE LIGHT (New York)

ORDERS

Steal plans for a new Syndicate weapon from the EuroCorp installation in New York.

Events Necessary for Success:

Steal a car

Secondary Objectives:

Rob the bank

EQUIPMENT

Long Range Rifles

Launchers

Miniguns

Medkits

NETSCAN INFO

Eavesdrop: estimated value of vault 2,000,000 Cr

RESEARCHABLE AT END OF MISSION

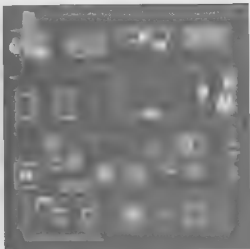
None

MISSION SUGGESTIONS

As you could probably guess, Boss, the trick isn't so much getting the plans, it's getting away.

Follow the nearby Zealot to the location where he starts a riot. When the riot begins, **destroy their fliers** and **steal one of the guards' road vehicles**. Drive to the compound with Long Range Rifles at the ready. When inside, switch to launchers.

Wait until you have recovered all of your Energy and have located an available **vehicle that doesn't have any damage** and drive as quickly as you can to the temple. The **temple Zealots will protect you** from any Syndicate followers.



- 1 Landing Area
- 2 EuroCorp Gateway
- 3 Site of Blast
- 4 Target Building
- 5 Diversion Location
- 6 Temple/Satellite Uplink
- 7 Evacuation Area
- 8 City Bank
- 9 Unattended Vehicle
- 10 Syndicate Guards
- 11 Massive Assault Planned

Stay toward the back of the battle, and fire only at people who break through the lines. Keep an eye open for snipers. When everything dies down, head back to the ML.

By the way, those plans are for a particularly sweet weapon. You're going to like it.

14. THE LEVELLERS (Riyadh)

ORDERS

Destroy EuroCorp weapons bunkers in Riyadh

Events Necessary for Success:

Get the bridge guards High Explosive

Steal a flying vehicle

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Pulse Lasers

Launchers

Miniguns

Mark 15

All the High Explosives and the Launcher grenades, you can carry.

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

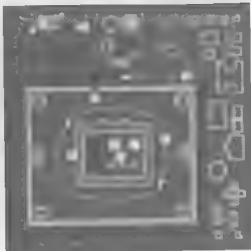
Satellite Ram

MISSION SUGGESTIONS

First off, head across the bridge. Kill the guard and pick up the mine he drops.

Arm your Agents with Pulse Lasers for the next wave of enemies. You'll have to keep an eye out, since they'll be coming at you both on foot and in the air. When a **Syndicate car** pulls up in front of you, blow it up. It's trapped, so you don't want to waste any time. Then enter the base on foot, killing any of the guards in this area.

The guards in the compound, be warned, have Launchers. Enter the area through the tall central building, using your Miniguns on the guards inside. The next batch of guards have Flamers, so be careful about monitoring your Heat



- 1 Landing/Evac Area
- 2 Guarded Target Bunkers
- 3 Bridge Guard
- 4 Flying Vehicle
- 5 Syndicate Car
- 6 Guards with Rockets
- 7 Syndicate Guards

Don't hesitate to retreat Run for cover if you need it. When the guards are dead, run into the central walkway area, shooting at the guards one by one. The guards will not leave their posts, so you can take your time at this location.

Destroy the buildings with your High Explosives

Leave the base and turn right. When you have passed the base, on the opposite side there is a ramp leading to an area with a **flier**. Kill the guard and enter the vehicle.

Fly over the most protective building and drop a mine on it. **The flier is crucial** because the bridge back to the IMU has probably been destroyed. Fly back to the IMU to evacuate.

15. FALLEN AMONGST THIEVES (Cape Town)

ORDERS

Enter the Unguided zone and rescue DeSaxo

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Launchers

Miniguns or Pulse Lasers

High Explosives or Nuclear Grenades

Medkits

NETSCAN INFO

Eavesdrop: EuroCorp squad scheduled arrival: 36 hours

RESEARCHABLE AT END OF MISSION

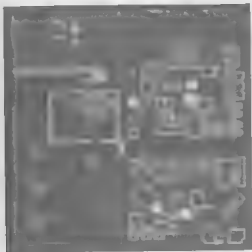
None

MISSION SUGGESTIONS

DeSaxo is hiding out in a building in the north of the city

There are well-armed Punks everywhere, plus the Syndicate knows that she's crashed and has sent an assassin team to kill her

MISSION TIP: Fight your way through the mobs if you can, as possible to save her, it's a straightforward mission, and the best you can do is use your Launchers as much as possible. With the Medkits, while the Launchers are recharging. Also, whenever there is a cluster of Punks near the building, blowing the building up will kill them all, then them.



- MAD CITY**
- 1 Landing Area
 - 2 DeSoto's Crash Site
 - 3 Evacuation Area
 - 4 DeSoto
 - 5 Unguided Area

16. RAIN OF TERROR (Beijing)

ORDERS

The outcast hacker with access to UTOPIA satellite defences must be stopped
he must be found and eliminated

Events Necessary for Success:

Avoid the trapped ramp near the hacker's location

Get out before Satellite Rain arrives — and use Super Shields

Secondary Objectives:

Rob the bank

EQUIPMENT

Launchers

Long Range Rifles

Miniguns

Med kits

NETSCAN INFO

Eavesdrop city vault estimated to contain 1,500,000 Cr

RESEARCHABLE AT END OF MISSION

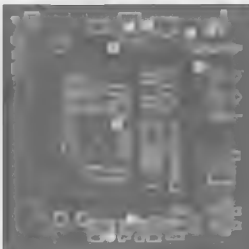
Status Field

MISSION SUGGESTIONS

This is mostly a straightforward mission, with a few twists. Never drop your guard — this city is swarming with Punks, both in the air and on the ground.

First of all, head up the ramp and start killing as many Punks as you can. Start by using your Rifles, then switch to Miniguns as they get closer and you run out of energy. All the bikes have two Punks in them, and if they see you, they'll pop out and start shooting. **Don't let them gang up on you!** Think when you have to and take your time.

There's a flying vehicle near the start of the mission, it provides good cover. As always, keep a close watch on its condition and get out before it explodes. You can always **grab a bike off a dead Punk** to replace it.



- 1 Landing/Evac Area
- 2 Hacker's Location
- 3 City Bank
- 4 Flying Vehicle
- 5 Punk Drops High Explosive
- 6 Punk with Launcher
- 7 Punk with Heavy Weaponry

When you have killed the Punk with the heavy weapon, **do not go through the center**. That would just be more trouble than it's worth right now.

At this point, you can rob the bank. There should be some good money in there, and although Police will come rushing out of the station across from the bank, your M.Riguns can handle them.

As you approach the Hacker's hideout, **do not go up the ramp**. It's trapped. Instead, turn right at the ramp and go behind the houses until you are parallel with his hideout. Run into the building that way and kill him.

Now is when things get really hairy. Before the hacker died, he called down a **Satellite Rain attack** on the M.R. and you'd better have your **Super Shields** on by the time the nuclear rain starts. Ignore everyone who might attack you and **just keep running**. The center of the M.R. should be pretty free of the Satellite Rain effect, so if you run out of energy around there, you're probably all right.

17. ARMOUR OF THE GODS (New Delhi)

ORDERS

Send the Unguided to the Calatciym

Events Necessary for Success:

Use the flying vehicle your allies bring

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Miniguns

Plasma Lances

Ion Mines

Medkits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

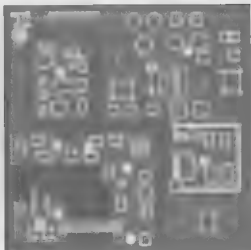
Trigger Wire

MISSION SUGGESTIONS

For an assassin, this is a great mission to mention in a portfolio of kills. "Neutralized city" has such a final ring to it.

The best overall plan is to use Long Range Rifles or Plasma Lances to **kill anyone hindering you** (start south end of the camp. Be careful of the **mine trap** between the two buildings to your right as you approach the compound. Use your Plasma Lance and Minigun while you travel, and if you get overwhelmed just duck in a building to recharge.

On the way back, **1. Use your Plasma Lances to kill everyone** you find. When the people are mostly cleared out, some Zealots have orders to guide in and leave you a **flying vehicle**. Use it to return to the mainland and fly to the compound where the tank is. Here's a hint, Boss: land far away from the tank.



- 1 Landing/Evac Area
- 2 EuroCorp Forces
- 3 Unguided Activity
- 4 Tank
- 5 Trigger Wire
- 6 Punk Patrol
- 7 Flying Vehicles
- 8 Flying Vehicle (Lands when Mission is Complete)

Watch the **tank** to discover its path. Place some **Ion Mines** where it will run over them: if it survives, run up and finish it off with your Plasma Lances.

Kill off the remaining Punks. Be particularly careful in the southeast part of the city: the punks there have launchers. If you can find Trigger Wire, that part of the city would be a great place to use it.

When the place is sterile, head back to the J.M.I.

18. THE DEAD ZONE (Bangkok)

ORDERS

Find out what EuroCorp is up to and take any steps you consider necessary to deal with the situation you find.

Events Necessary for Success:

Take a train

Secondary Objectives:

Persuade Scientists

Rob the bank

Get the Energy Skin

EQUIPMENT

Indocinriator

Long Range Rifles

Min guns

High Explosives

Launchers

Cerberus IFFs

Med kits

NETSCAN INFO

Satellite alert: evidence of weapons testing at outpost

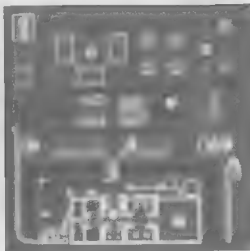
RESEARCHABLE AT END OF MISSION

None

MISSION SUGGESTIONS

Timing is going to be crucial during this mission. The Syndicate's hitting the city with **Satellite Rain** - **don't stop moving** your day like liquid nuclear fallout.

First, run along the river to the other IML, killing anyone who might hinder you. **Take the next available train** and Miniguns to cut through the guards. Hide up at the main junction in the



- 1 Landing/Evac Area
- 2 Dead Zone Perimeter
- 3 EuroCorp Outpost
- 4 Vault
- 5 Scientist (& Guard) Area
- 6 Airstrike
- 7 Unguarded Area

base, but don't take too much time to breathe. **Set up your Cerberus IFFs** and switch over to Launchers. If you want, you might try indoctrinating the scientists, but since they aren't your objective you don't have to.

When the base is cleared, head back to the ML and kill as many people as you feel like. If you feel like killing them all, that's probably best.

There is a bank near here, and although you shouldn't stand anywhere near the front entrance, you can blow it up and take the money.

Now, when you get to the **Indoctrinate a crowd of civilians**. When you have enough to Indoctrinate the Punk captive, do so and return to the base.

The guys who come up with your primary targets (the ones that flash on the scanner) are professionals. They are picking places east likely to be hit by Satellite Rain. If you hear the airstrike alarm, head back to your last target location.

Sources tell me that there is a prototype for Energy Skin inside the weapons store. Apparently they plan on using some of the weapons to test against the prototype. Blow up the building and the Skin is yours.

19. ESTABLISH THE LINK (Christchurch)

ORDERS

Clear a route for DeSaxo to the IML station in the northeast of Christchurch

Events Necessary for Success:

None

Secondary Objectives:

Rob the bank

EQUIPMENT

Besides DeSaxo, you have three Agents

Arm them with

Long Range Rifles

Launchers

Minguns

Medikit

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

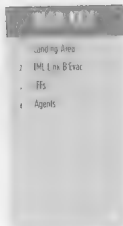
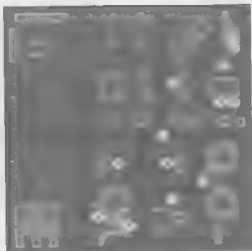
Plasma Lance

MISSION SUGGESTIONS

DeSaxo is pretty fragile compared to a Zealot, so either be guarding her carefully, **leave her in a safe place** where no one will find her, or get her a powerful weapon, is probably indoors and no one saw you leave her there

There is a veritable cloud of flying vehicles around this city, so stay out of sight as much as possible, coming out to **shoot down a flier** whenever you can. Launchers and Long Range Rifles are the best bet for this job. The town is also **stocked with IFFs** that are not only very dangerous, but are usually accompanied by **Trigger Wire**

The station is also nearly surrounded by Trigger Wire, so if you can clear that out before DeSaxo needs to enter, do so



Also, just in case you're interested, there's a bank in town that might be worth hitting if you find yourself with some spare time

Hint: Agents clear a path to the station then go back and clear the way to the IML link

20. DECONSTRUCTION (Reykjavik)

ORDERS

Destroy the EuroCorp Advanced R&D Facility near Reykjavik. Eliminate EuroCorp Agents on sight.

Events Necessary for Success:

Use your weapons wisely, and use a variety of them.

Secondary Objectives:

Indoctrinate Scientist

EQUIPMENT

Plasma Lances

Nuclear Grenades

Razor Wire

Cerberus IFFs

Ion Mines

Medkits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

Displacertron

MISSION SUGGESTIONS

The key to this mission is to **ambush your enemy**. This is best done using Razor Wire, Cerberus IFFs and Ion Mines. Send one Agent in to **lure the Syndicate personnel out of the base**. They should use Long Range Rifles to take out the guys in front, and Nuclear Grenades to grind up the ones who are trapped in the Razor Wire.

If that doesn't work for some reason, head to the base and **destroy the buildings with your Plasma Lances**. Retreat when you need to regroup. Bomb and shoot until there isn't anything left standing.



MID KEY

- 1 Landing Ever Area
- 2 Scientist
- 3 Target Buildings
- 4 Reinforcement Landing Zone
- 5 Syndicate Agent Area
(Entire Section of Complex)

Of course, **don't destroy the IML**. When you're done, head back to the tank which will be heavily guarded by this time. As they come out to get you, the best thing you can do is retreat, dropping High Explosives so that they explode as the Syndicate Agents reach them. When you can't retreat anymore, put up your Super Shields and run for the IML, shooting anyone in your way.

21. RETRIBUTION (Cape Town)

ORDERS

Eliminate Mirabelle Lucy DeSaxo immediately

Events Necessary for Success:

Take your time and don't run out of weapon energy

Secondary Objectives.

Get the Stealth Skin

EQUIPMENT

Long Range Rifles

Nuclear Grenades

Plasma Lances

Medikits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

Chromotap

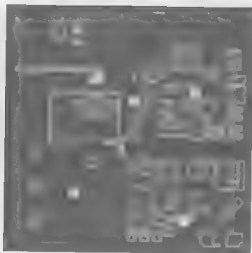
MISSION SUGGESTIONS

Head through the town using Long Range Rifles to kill any Punks who might appear. Be very careful of **mines**—there are quite a few littering the streets. When all the Punks are killed, head down the road.

The threats here are Spiders and Clone Shielded Zealots. Use whatever seems best, and remember, **recharging is the prime ingredient in a successful raid**. When you've cleared up this area, head down the wall to the road gate. Here there are Zealots and flying vehicles. Your best bet against these is the Plasma Lance.

Recharge before you attack DeSaxo's hideout. Run around the corner and **throw a couple Nuclear Grenades** at the building. Then switch to Plasma Lances to take care of the Spiders and Zealots that will attack.

It's best to destroy DeSaxo's hideout, and DeSaxo, in your first rush. If she has time to figure out she's lost, **she'll call down an airstrike**. Keep your ears open, and if you hear it coming, run like mad.



MAD KEY

- 1 Landing Area
- 2 DeSaxo, Spider Droid & Guards
- 3 Evacuation Area
- 4 Unguarded Area
- 5 Church Activity

If you kill DeSaxo, cut out and run for the IML. If you don't, keep trying until the airstrike comes. Get far enough away to survive, and then check to see if she was killed in the strike. **Make sure she's finished** and then head for the IML.

You're lucky that there is a prototype for a Sith Skin in the alley between the two churches. How it got there, I have no idea.

22. LAST DAYS OF THE DAMNED (Johannesburg)

ORDERS

Rene Galact must be destroyed

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Nuclear Grenades

Plasma Lances

Medikits

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

None

MISSION SUGGESTIONS

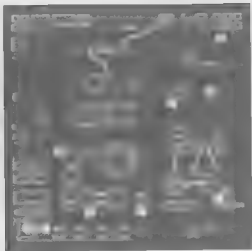
Do not get into the car next to the IML. It's trapped

your job is to **destroy all the bikes** that are patrolling the area. There are about five in all, and they carry Launchers. My advice is to keep moving. It's much harder for them to hit a moving target.

Be careful around the raised stronghold area. The sloping road on the south side is peppered with Tricky Weapons. Stick to the **sloping road on the north face** of the stronghold. But you can probably get through if you hug the western side.

The **large office complex** is the main threat to your safety. The Agent goes through it — so be safe and don't go anywhere near it.

Shoot the Punks from a distance, and then kill the ones who come to retaliate. Eventually the complex will run out of Punks. Switch to Plasma Lances and carefully head up the north slope.



MAP KEY

- 1 Landing Evac Area
- 2 Rene Galac's Airstrike
- 3 Calibrated Assassination
- 4 Unguided Activity
- 5 Police
- 6 Police Flying Vehicle
- 7 Passable Trigger Wire Trap
- 8 Punks
- 9 Punks with Rockets

As a rule, you die with a Plasmacannon Flying Vehicle. It's hazardous water out, but kill people on foot first. Eventually the only Punks left will be your target and his bodyguards.

Move up slowly until you are within Grenade range of the temple. There is a **building between you and the temple**. Walk slowly up and then start ob-
taining grenades in the temple. When you see the vehicle target, it will be in the
at him. **Don't walk in front of the temple** once if they see you they
throw Grenades in your direction.

The moment your target dies, run full speed to the IML if you go fast enough
you should be able to get there before a mob of Unguided shows up.

There will be a Punk at the IML who has just finished laying down a mass of
Trigger Wire. But if you put in your **Super Shield** you should be able to
run through. Exit as quickly as you possibly can.

23. RE-CAPTURE (Adelaide)

ORDERS

One of the Nine has been captured. You must release him and escort him to sanctuary.

Events Necessary for Success:

Destroy all tanks

Use the flying vehicle

Secondary Objectives:

None

EQUIPMENT

Long Range Rifles

Nuclear Grenades

Plasma Lances

Medkits

NETSCAN INFO

None

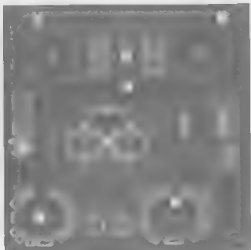
RESEARCHABLE AT END OF MISSION

None

MISSION SUGGESTIONS

Your buddy on this mission's going to be your Plasma Lance. The city is completely overgrown. **Syndicate tanks** tend to find your position and keep firing direct shots at you. In fact, you need **Plasma shots** to blow them up. It's useful in blowing it up. Yes, if you need to, put your Agents directly in front of the tanks. Your first priority is destroying all the tanks in the city. It will save you grief in the long run.

Next, blow up the gates to the detention area, and start throwing Nuclear Grenades at the Agents inside. Switch to Plasma Lances then, and toast anyone else who might be left.



- 1 Landing Area
- 2 Target Location
- 3 Perimeter
- 4 Syndicate MBT

Use the **flying vehicle** in the compound to get over the prison wall. Watch for the **trigger wire in the center of the prison**. When you get the **trigger wire**, you will see a **red line**. **Wait for a couple of vehicles** to land and then **escort the captive into the one that lands**.

24. REVELATIONS (Colombo)

ORDERS

Your orders are to stay where you are and die. Disobeying orders would entail getting to the orbital station.

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

Body 3 Mods (and any other mods you can afford)

Plasma Lances

Med kits

Automedixs

Lots of Trigger Wire

Status Field

As many Nuclear Grenades as you can afford

In general, don't worry about saving money since you'll have to run these last two missions without re-equipping. This is what you've been saving all that money for.

NETSCAN INFO

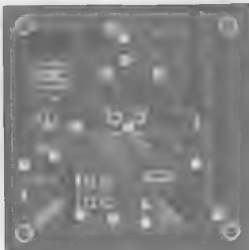
None

RESEARCHABLE AT END OF MISSION

None

MISSION SUGGESTIONS

If you decide to thwart the Church, Boss, more power to you. It won't be easy. First thing you want to do is throw a Nuclear Grenade halfway between you and the Zealot parade. That ought to let them know you're serious. **Run away as fast as you can** and arm your Agents with Plasma Lances. Head for the corner of the city and prepare for the survivors to come swarming after you.



- ① Executive Shuttle Pad
- ② Agent Location
- ③ Orbital Elevator (Heavily Guarded)
- ④ Anti-Missile System
- ⑤ Zealots
- ⑥ Massive Zealot Activity
- ⑦ Patrols

Remember to take out **four flying vehicles** for the first half of the level. When they arrive one at a time, you should be able to destroy them with your Plasma Lances. Go to the building just past the toxic reservoir.

Place Trigger Wire down on the east wall, making sure it is placed on the ground and back up, shooting anyone who gets through to you.

Move down to the entrance of the **Orbital Elevator**, drawing any Zealots through **Trigger Wire traps** to get them away from where you have permanent defenses to make it to the orbital elevator.

At the orbital elevator there are Zealots at both the top and bottom ramps. The ones on the south can be lured through Trigger Wire traps, but the others will just throw grenades down. **Ignore them** since you can always move out of the way if needed.

Any flying vehicles should be handled with Plasma Lances.

Once this is cleared take on your **Super Shield** and return to the orbital transfer station.

25. THE END (The Moon)

ORDERS

Your orders were to stay behind and die. To disobey would entail trying to save the earth.

Events Necessary for Success:

None

Secondary Objectives:

None

EQUIPMENT

You have whatever is left over from the last mission.

NETSCAN INFO

None

RESEARCHABLE AT END OF MISSION

None

MISSION SUGGESTIONS

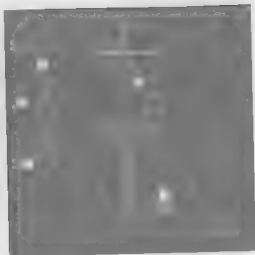
Run off the landing platform and around the left side of the structure in front of you. While you run, draw your Plasma Lances. **Without stopping** kill the two Spiders. When you get a decent distance between you and the people following you, line up "firing squad" style and open fire on the Zealots and Spiders behind you.

Next, you want to **kill two of the Nine** that are in a compound nearby. Blow a hole in the structure with a Nuclear Grenade, or if you don't have any more, with anything you have on hand.

Toss a couple of Grenades into the compound, and check to be sure you kill two-ninths of the Nine. Now either put on your Super Shield and **pick up the Graviton Gun**, or wait and kill the nearby Zealots.

Once you have the Graviton Gun, **keep firing** — even if no enemy is in sight. The Graviton rockets search out the enemy for you.

Keep heading toward the Nine as quickly as you reasonably can. Keep firing with the Graviton Gun. *Do not retreat at this point for any reason.*



- (1) Landing Area
- Recommended Entry Point
- Gravel Pit
- Recommended Exit Point
- Spider Die d

Beware the Spider Mech guarding the last of the Nine!

Only one of the Nine remains, and the fate of the earth, and everyone on it, hangs in the balance.

Best of luck.



MISSION- MULTICORP



General Advice

When you see a tank or other vehicle, don't just blow it up. Instead, try to get it to explode. Tanks have a lot of armor, but they're not invulnerable. If you can get a tank to explode, you can get a lot of points. If you can get a tank to explode, you can get a lot of points.

When you see a tank or other vehicle, don't just blow it up. Instead, try to get it to explode.

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If you are playing by yourself, either Persuade or kill anything that moves.

When you see a tank or other vehicle, don't just blow it up. Instead, try to get it to explode. Cerberus IFFs, etc.

When you see a tank or other vehicle, don't just blow it up. Instead, try to get it to explode. Cerberus IFFs, etc.

Corollary to the above tip: use infrared to find your enemies

When you see a tank or other vehicle, don't just blow it up. Instead, try to get it to explode. Cerberus IFFs, etc.

When you see a tank or other vehicle, don't just blow it up. Instead, try to get it to explode. Cerberus IFFs, etc.

Starting Positions

The eight possible starting positions on each map are marked with .

Multiplayer Scoring

Multiplayer scoring is basically easy: you kill an enemy Agent, you get a point. The player with the most points wins.

There are a couple of twists, though. You don't lose points when someone else kills your Agents, but you *do* lose points if they kill themselves. If one of your Agents is too close to a mine he set, or stays to enjoy the Satellite Rain she called down, you lose a point. And if one of your Agents self-destructs, you lose three points. (That's to discourage the too-easy tactic of walking into a group of enemy Agents and self-destructing. Don't do it unless you can kill at least four enemies.)

And finally, Persuaded recruits also score a point for you when they kill an enemy Agent. Better still, you don't lose a point if a Persuaded recruit kills himself, not that we're suggesting you follow any particular strategy.

Situation	Points
Enemy Agent Killed	1
Your Agent Kills Self	-1
Your Agent Self-Destructs	-3

Fixed Weapons

If you select **Fixed Weapons**, note that Agents who die do not drop their weapons. When using this option, you can't grab weapons from your fallen enemies.

Hong Kong

This is an open city, and you won't find much cover. All the civilians carry weapons, which is handy because when you Persuade them, they make an effective army.

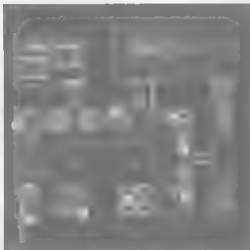
The church in the center of the city has Cerberus IFFs at the corners and Trigger Wire all around it. If you can destroy the church, though, you can pick up a Plasma Lance in the remains.

There is an unattended police van near the Temple.

A lot of the flying vehicles are carrying powerful weapons.

MISSION SPECIFICS

Dropsite/Pilgrimage	Hong Kong
Locations/Hearts	7/5 M
Infrastructure Geography	Complex Urban
Dialect/Tongue	Indo-Chinese
Commerce Material Riches	Memory Plastics
Tactically Legacy	Light Industrial



Matochkin Shar

Use cover to regenerate power and health

Police will stop, get out of their vehicles and try to shoot players. That's useful, if you need a car, since you can kill the cops and take their vehicles. There are also some unattended flying vehicles in a raised parking lot.

The Temple contains two patrolling Spiders



MISSION SPECIFICS

Drop-in Package	Matochkin Shar
Identifiable Features	0 017 M
Intelligence	Simple Urban
Geography	
Direct Target	Pravda Building
Command	Air Re-processing
Material Riches	
Tactical Legacy	Light Industrial

Bangkok

All the players start on the larger, city side. Taking the train link to the factory/base side gives players access to several flying vehicles, as well as two Plasma Lances that are hidden under a dome. The dome opens automatically when approached.

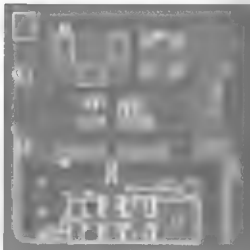
It's a good idea to only have one Agent enter the dome, since it might shut. In that case another Agent needs to re-open the dome, or the first Agent can shoot his way out with Plasma Lances.

Don't forget to use buildings for cover.

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MISSION SPECIFICS

Despite/Pilgrimage	Bangkok
Identifies/Leathens	24.37 M
Intro: Infrastructure Geography	Ultra-Metropolitan
Dialect/Tongue	Pseudo-Thai
Commerce: Material Riches	Smuggler Manufacture, Chemical Waste
Toxoid Legacy	Toxin Horizon Effluent



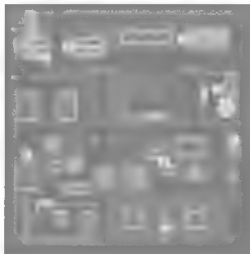
New York

TACTICS

There are three wandering Armored Personnel Carriers that are hostile to all players. They carry Launchers.

The raised area at the edge of the map is guarded by a tank and lots of guards. If you can destroy them, their weapons are yours.

The Shopping Precinct's narrow alleyways are perfect for cover.



MISSION SPECIFICS

Dropsite/Pilgrimage	New York
Identity/Healions	25-24 M
Intra-structure Geography	Post Industrial
Dialect/Tongue	High English
Commerce Material Riches	Weaponry Manufacture
Toxic + Legions	Ultra-Heavy Industrial, Radioactive Waste, Human Effluent

Sevastopol

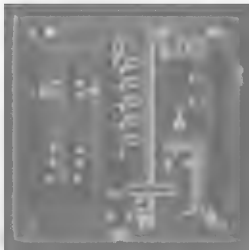
You'll notice that the city is on three different levels. The higher you are, the easier to shoot or toss weapons at people on lower levels.

There are two unattended tanks, in close proximity to one another.

Watch out for the Cerberus IFFs.

MISSION SPECIFICS

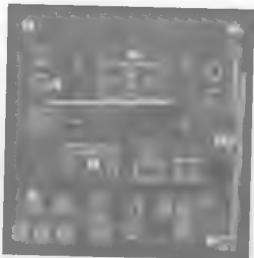
Dropsite/Pilgrimage	Sevastopol
Identkeys/Beacons	9 To M
Infra-structure/ Geography	Complex Urban
Dialect/Tongue	Moldav
Commerce/ Material Riche	Distilling
Iconic Legacy	Radioactive Fallout



Vancouver

The best toys in Vancouver are the two Plasma Lances held by the Zealots. They are by the huge building in the sunken area, toward the northern edge of the city.

Be careful of the tanks — they are all hostile.



MISSION SPECIFICS

Drops/Design	van/none
Identities/Plasma	3.5 M
Infra-structure Geography	Complex Urban
Dialect/Tongue	League Pseud
Commerce Materials: Riches	Magnetic Processing
Toxicity/Legacy	Heavy industrial

Tokyo

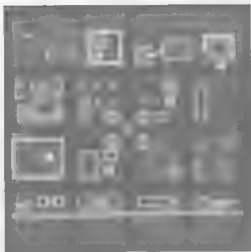
The police station has two cops defending the entrance, and also two laser turrets that will shoot at anyone passing nearby.

The roundabout in the center of the city is a great place to lay down Cerberus FFs and Wires.

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MISSION SPECIFICS

Dropable Packages	Duke
Identifications	5 TO 14
Infrastructure	High Metropolitan
Geography	
Driver Transport	Neonapacare
Comms	High Tech Manufacture
Material Risk	Passive services
Territory Legacy	Heavy J. G. 1984



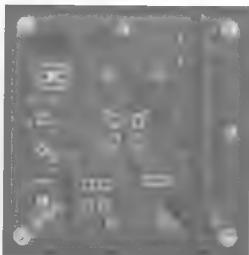
Colombo

The elevator houses the Graviton Gurt, the most lethal weapon available. The Devastator is nearly impossible to get — the elevator is so heavily defended that it probably shouldn't be attempted — but anyone who can add it to his inventory is king of all he surveys.

There are two fliers, each containing four Zealots armed with Plasma Lances.

The elevator is protected by IFFs and four Zealots with Plasma Lances.

Each player starts by a flying vehicle.



MISSION SPECIFICS

Drops in Damage	Lowest
Identifiers/Healths	3.35 M
Infrastructure, Geography	Simple Urban
Dialect/Jargon	New Saboteur
Commerce, Material Riche	Water Detoxification, Air Re-processing
Toxicity/Legacy	Radioactive Waste

Cape Town

The Church base is guarded by two Spiders and two Zealots with Launchers.

Zealots carry High Explosives, which can come in handy if you want to destroy the road gate that connects the two parts of the city.

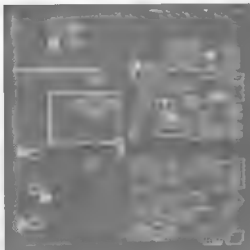
You can also access the other side of the city by destroying the walls of the Church that backs against the station. (If you destroy the church, you will find a Plasma Lance.)

The shanty town was previously the location of a pitched battle between the Unguider and Zealot forces. You can find a lot of weapons left behind, including some Nuclear Grenades, a Plasma Lance and a Chromotap.

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MISSION SPECIFICS

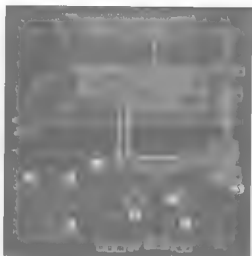
Drop-in Strategy	Cape Town
Identification	12.7 M
Infrastructure/Geography	Complex Urban
Dialect/League	American/Arcents
Commerce/Material Riches	Nuclear Processing
Tactic/Strategy	Heavy Infantry



Anchorage

The city is divided in two parts. One is a thriving metropolis teeming with civilians. The other is infested with well-armed, unguided

Trains or transporter tubes can be used to cross the river that divides the city.



MISSION SPECIFICS

Respite/Pilgrimage	Anchorage
Identifiers/Health	2.2 M
Infra-structure/ Geography	Complex Urban
Direct Target	Americans
Commerce/ Material Riches	Water Detoxification
Toxicity/legacy	Chemical Waste

Detroit

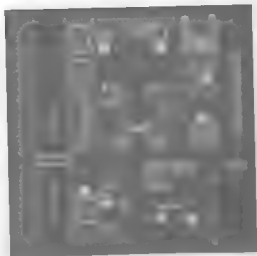
Each player starts by a tank

A player + discipline = knowledge + speed + good timing + flexibility to shoot the gate out

Beware of turrets

MISSION SPECIFICS

Drop-out/Pregnancy	Drink
Monkey healers	10-98 M
Infra structure	Complex urban
Geography	
Dialects/wayne	New American
Commerce	vehicle
Material/Riches	Man, ac. etc.
Society/legary	Heavy industrial Radioactive waste



Adelaide

This is a difficult level due to hostile forces.

This city contains a well-defended Church stronghold. It's dangerous to go near, but holds some formidable weapons.

There are two Zealot vehicles with Miniguns, eight Zealots with Long Range Rifles, and two Zealots with Plasma Lances.



MISSION SPECIFICS

Dropouts/Pilgrimage	Adelaide
Identifiers/Beacons	3.7 M
Infrastructure/Geography	Simple Urban
Direct/Tongue	Sub-English
Commerce/Materials/Riches	Brewing Amenity: Handiwork
Technology/Legacy	Chemical Waste Amenity: Effluent

Christchurch

This city has a very well defended Church installation, containing a Graviton Gun.

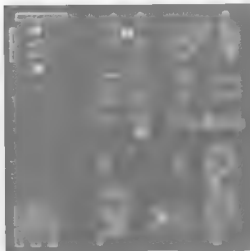
There are three flying vehicles on patrol. One has Pulse Lasers and the other one uses Plasma Lances.

The guards both outside and inside the Church installation have Long Range Rifles.

Weapons inside the installation include Plasma Lances, Launchers and the Graviton Gun.

MISSION SPECIFICS

Dropster/Pilgrimage	Christchurch
Mettle/Heartbeat	12 M
Infrastructure Geography	Industrial Bar
Dialect/Tongue	Common Babble
Convent/Market Places	Cyborg Fabrication Production Preparation
Islands/Towers	Industrial War



Beijing

There are four hostile tanks near the city center. Avoid them at all costs!

There is a grassy area off to the west side of the city, and the only way to get here is through the one small pass in the mountains. This is a great place to fortify with Cerberus IFFs and Wires.



MISSION SPECIFICS

Desp. Infrastructure	Beijing
Identify Hostiles	383x M
Infrastructure Geography	Using Metropolitan
Dialect/Tongue	Pinyin/Mandarin
Commerce Materials	Plastics/rubber/iron, Hardware Manufacture
Tactical Legacy	Radiation Waste Human Effluent

Nook

This is the place that contains the Church Headquarters.

This city is abandoned and very open. There's very little cover.

The best thing to do is make traps using IFFs and Razor and Trigger Wire, and always using any geographical elements to help you.

Churches provide cover. If you think your enemy is hiding in or behind one, blow up the building.

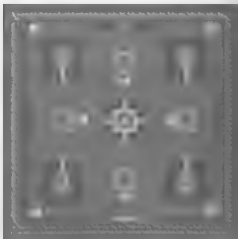
If you find your enemy standing near some flowers, you can shoot them to set them on fire. This will cause damage to your enemy. If he is low on health, it might set him alight.

There are flying vehicles available, one on each of the four "islands" with long temples on them. These will be particularly useful if your enemies are setting traps.

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MISSION SPECIFICS

Drop-in Upgrade:	None
Identify/Interface:	0.065 M
Infrastructure/Geography:	Municipality
Dialect/Longue:	Dem. Scania
Contents:	A
Material/Rates:	
Tactics/Etiquette:	Use Radioactive



REPORTS
FROM
BULLFROG



Mike Diskett, Lead Programmer

Ben Deane, Programmer

Q How do you start designing a game like this?

MD It was completely started from scratch. Given that it was a sequel, we already kind of knew what we would be heading for.

Basically, Mike Man and I were assigned to *Syndicate Wars*. Actually, it wasn't so much that we were assigned as we requested to do it and we were good for the project. We knew we had to make the game a lot more advanced than the first one.

Syndicate was isometric, key-point, and block-based. So the first obvious thing was to go over to 3-D polygonal technology so the city could be rotated; you could put in angles, that sort of thing. I first started work on the engine, so it would actually display cities, while Mike Man was designing buildings to be used in this engine. Those parts took about nine months. Along with the design of the engine, an editor had to be built so the fun designers could actually design cities using this engine. Essentially we slogged away for about eight or nine months getting the engine together, creating a lot of the crucial routines and support routines that the game was going to need. We were putting in the lighting effects, collapsible buildings, things like this. And all the time Mike was creating the look of the cities.

Q What sort of things go in a game engine?

MD The engine is the thing that does the graphics display. It's a way of displaying what you see, so it's displaying, for instance, the walls and the floor by putting lots of polygons together. It essentially displays all the buildings that you design in 3-D.

Then you go into our editor — where the texture maps and images are applied all over the buildings — to see how things look, for instance, big wall effects and windows in the buildings. Then they put the city down on the map, and the engine is the device that will display the buildings and cast shadows and so on.

Q Why did you request this particular project?

MD Mostly because I worked on the first *Syndicate*. I converted it to the Amiga at the same time the PC version was being developed. I really liked the game. I was just finishing up *Theme Park* when *Syndicate Wars* became available, so I thought I would see if I could get my hands on that one.

Q What did you like about Syndicate I?

MD Basically it was the simulation of a city tied to extreme violence. You had groups of sidewalk Agents going about the cities destroying cars, killing people, maiming bystanders, and completing these fairly sophisticated missions. We've basically taken all those ideas and just improved them, made them graphically more impressive and added a lot more variety to the missions. We tried to make these cities more lifelike, and add more features to the cities. We've got monorail and shuttle systems, boats, cars, aircraft.

These are all actually things you can use, so you can climb into the train and travel along and get off on the next stop. It's like a vacuum shuttle system — it's like your classic futuristic scene you see of the city that has glass tubes everywhere. You get in one end and you travel along. Cars you can get in. Flying vehicles you enter and fly across the city and land. It will all affect the strategy of the game. There are missions where there is an advantage to flying around in a car and landing behind the target area, then going in through the back.

Q But you still don't get to see inside the buildings.

MD No. No, we toyed with the idea of cutting off the roof of the buildings. When you cut off the roof you get a loss of reality. We're trying to create a reality. You feel like it's a big place that works in a realistic way. If you suddenly remove the top of the building, the whole reality of the game just collapses. Plus it would also be a lot more work having to design the interiors. If you had to design the interiors of the buildings, it would mean we would have less time for the cities. So the cities wouldn't look as impressive. It's kind of a trade-off.

We have tried to solve the problem of not being able to see yourself in the buildings by using an infrared display where you see the person

Q *Had you played Syndicate before working at Bullfrog as a programmer?*

BD Well, I came here July of last year. I started working on *Syndicate Wars* in August. Before that I made up a couple of tools that they used in *Syndicate Wars*.

I played *Syndicate* quite a lot. That was one of the first things I did when I became a support person was play *Syndicate* every weekend.

Q *So, what is your job as support programmer like?*

BD I do the bits that Mike can't be bothered to do. The first thing I did was knock the editor into shape, because Mike had done the engine and everything when I came, all the support things, but the editor was pretty flaky. The level designers were finding it pretty hard. So I put an icon system and a user system into it, to make it easier for them. And I did a few things, like being able to cut a brush from one matte and paste it into another. Anything the level designers asked for I tried to put in.

Then they needed something to help design the levels, like what would help the people walk around and what commands the people would follow, to control the people in the city, the physical city itself. So Mike started on this sort of command editor, which would control how people moved around in relationship to other people, whether one group is at war with another. I continued on that, and it took me up to early December. Mike Duxett took over from me on that point. Then I was bug fixing, and after that I started work on the front screens.

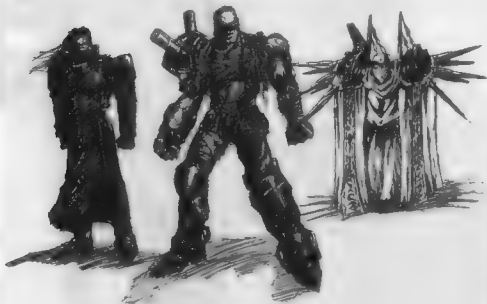


Q And that's not something an artist does? That's something a programmer does?

BD ... worked quite closely with Mike. Mike Man designed how it would look. We went for a look, a *Syndicate* thing, like the laser scanning effect. We did more programming this time, rather than pure art. *Syndicate* was actually just like a movie that was played. This time we did quite a bit of programming. Mike designed the background screens that you see in all the layouts. It's all his concept. He designed all the scenes, and I did the icons to make it all look flashy. ... also wrote all the code to go with it.

Q Is it better to have a screen like that programmed instead of running like a movie?

BD It makes it more flexible, and it takes pressure off the artist. They've got a lot of graphics work to do, anyway. If you had to do movies with that as well!



Q Do you find it restrictive to have to work on a sequel where the first one is really popular and very distinctive looking?

MD Not really restrictive because we're not really afraid to make any major changes. The fact that we all loved the first one anyway means that we're trying to keep the essential feel of it. So we're basically just aiming to improve and extend the look. We're not going for any complete redesign.

Q in the design of the game when the people are wandering around does everyone have his own personal little goal, or is it more of a random element? Can you affect something by walking through the city?

MD It's all of those things. Each individual person can be given specific objectives. They can be told to patrol an area, wait for an Agent (given an Agent has his gun out) then kill him, then call some one else and go into a different area, or perhaps protect a person. Another person might simply be told "Just go and do anything you want." In which case people have a home where they live and a place to work where they go off to. So they'll just go home, wait around for awhile, then go to their leisure place. Or they might go to work and back using the shuttle system.



It is very much definable by the level designers, where people who need commands receive their commands. A mission might involve killing someone who is being protected. That automatically sets off lots of people to protect the target. So that individual will have commands to go places, get in a car, travel on the roads somewhere, get out of the car, go somewhere else. All the while, you are trying to kill him. There's people protecting him who are going to try to kill you when you try to kill him. And then the city is padded over with lots of civilians who will be going about their own business. They will have a certain amount of AI built into them, walking about watching out for any danger. So if they suddenly see somebody getting shot, they will try to run away from the situation. Or there are certain cases where there is a gang of civilians who all happen to have Uzis. If they see someone getting shot, they'll respond and take out the Agent.

That's the design.



Michael Man, Lead Artist

Martin Carroll, Supporting Artist

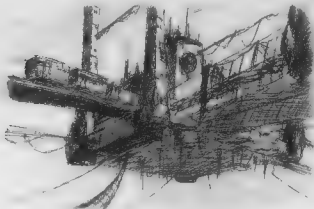
Q When you came on to the project, was it already rolling?

MM No. Before *Syndicate* was even started or Mike Diskett was even involved in the project, it was just a concept, and I was responsible for producing it. While *Theme Park* was in production, I was doing sketches and concept ideas for *Syndicate Wars*. I did a mock-up of a city, using some of the old buildings from *Syndicate*, and did just a little flick of it spinning around. People came up, "Wow! What is that?" "This is what *Syndicate* could be if it were a 3-D thing." Everyone's interest up and I started the ball rolling.

Q What's involved in making a 2-D game into a 3-D game?

MM You don't really convert a 2-D game to a 3-D game. You have to start from scratch anyway. *Syndicate* was an isometric game and a lot of it was based on the building complex around Bullfrog. It's good for us to stop playing the game, leave the office, and suddenly realize we're still in the *Syndicate* city. We wanted to translate a similar kind of look and feel from the first game into the second game as much as possible.

Everyone just kind of assumed it would be a logical progression to take it to the next step: 3-D. A lot of people complained about not being able to see around the corners or behind doors.



Q *So how do you make something 3-D from a set of 2-D concept sketches?*

MM First off, we design the building in sketches, so we can get an idea in our heads of what we want in the game. We're currently using *3-D Studio* for majority of our 3-D model work. So we build in *3-D Studio*, which is interesting to say the least. It's not like intro work, the nice looking stuff, you can go to town with the meshes, and there's quite a lot you can get away with. But when you're working with in-game objects, you've got to get the meshes to look as good as possible with the least amount of faces possible. Every simple face and every single piece becomes important to the whole thing. So it has become quite a learning process this past year building super-simple 3-D things.

We thought we'd try to get as much as the Research Park [Builfrogs office park] style of architecture in there as we could, but we wanted to do a lot more, too. We wanted to get more shops and parks, build a better variety

Q *Do you have to take into account the fact that you can zoom in and out when you make these buildings?*

MM We had to keep an eye on texture maps because of the zoom level. The zoom level is going to be locked in, of course. There's only going to be so far that you can zoom in and out.

I think the main problem with the 3-D buildings is *Syndicate's* emphasis on strategy and action, so the player wants to see quite a large area of playing field. I had to keep an eye on developing areas that wouldn't screw up anyone's methods, that would keep the speed up. So that was always a factor.

MC It was always a balancing act, to try to get it to act right and look right, deciding what's going to look good and what's going to run fast enough to play well. It's always a trade off, one against the other.

MM Like sorting.

MC Mike Diskett is the best director in the world.

MM And he's the best coder we've ever worked with! To keep this screen going at such a fantastic pace means taking a few short cuts and things, so it sometimes has a few problems with sorting out which faces on the object should be on the front and which ones should be on the back. Occasionally we encounter a few small problems.

MC Unmentionable, really

MM We had to subdivide everything into little bits so the engine has an easier time sorting out which faces should be in what order. So we end up with an object which could have been about 90 faces and end up with 160, just to cater to the sorter

Q. *What all is involved in the interface? I've heard that in Syndicate the whole thing was art that just scrolled by, and that this time it's art run by a program. What's the difference between doing those two things?*

MM In the first one, the objects on the screens were done as a series of flicks. You were playing animations from the hard disk whenever you changed screens. In the second case you wanted to switch to a higher res for a concise as possible interface. So the interface screens has been a real team effort between Ben Deane and me to get it running as smoothly as possible. I did the layout, flicks of the weapons and things, and how things should generally look in the background. Then Ben coded the coordinates and beams of light that would be projected. I drew all the boxes and frames. I think we've achieved a good result from the combination of the two.



Q *Does an artist run out of things to work on, as the game comes to an end? Or do you stay busy right up to sign off?*

MC When you've done stuff for a while, the work that you did earlier on, you eventually go back and say, "Oh, I know I can do that better." So you're always updating. "I know I can do better, because I've done 65 since then. I know I can improve on the first one." Again, you get to the end of it, and there are five things you want to go back and change. You can go back and change everything forever. Eventually you've got to just say, "No, that's it, I'm finished."

Q *What are you going to point at and say, "I'm really proud of the way that came out?"*

MC Never.

MM Speak for yourself!

MC I can always go back and do it better. You're never going to get it right the first time, anyway. You may think it's all right, but you go back six months later, and you cringe. But there isn't time.

Q *What do you think came out really well?*

MM The lighting and the 3-D map. The longer you've been working on a project and the further you get, the more used to the look of the game you get. So after awhile it just doesn't excite you any more. It's always a bit of a surprise to come around and see it and go, "Oh, yeah! This is *Syndicate*!" You can just sit down, turn on the lighting, put it in its perspective mode and spin it around, and still get a sense of wonder from it. It's just like, "Wow! We did this! This looks great!"

Barry Meade, Level Designer

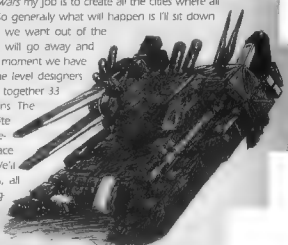
Q You're a level designer for Syndicate?

BM Yes, although my official title with EA is different because they don't have a level designer title. I think they call me associate producer.

Q What do you do as a level designer?

BM Specifically on *Syndicate Wars* my job is to create all the cities where all the missions take place. So generally what will happen is I'll sit down and decide what exactly we want out of the game, then the scripters will go away and write the missions. At the moment we have 33 missions. And then the level designers have to go away and put together 33 cities to send these missions. The programmers will write tools in order for us to create a city in a 3-D space. That's what we do. We'll assign all the road layers, all the building layers, designate all the major buildings, put in all the lights, all the vehicles, all the people, and basically just make sure the city is as realistic as possible.

Once the cities are finalized and designed, and we've all agreed that they are to go into the game, then the level designers have to insert the missions. That's a really important part because basically the whole game is put in by the level designers. If it's not right, then the level designers have to change it. Nobody else can do it for us. A mission might entail putting down foreign Syndicate agents, and giving them a location to go to. Maybe in that location they have an object to pick up that they have to transport either to another city or another building inside the same city. After they do that, they might have to meet up with another agent somewhere else in the city. They can go there by walking, or driving, or getting the train or the shuttle. Once they've gone there then maybe they have to kill somebody. That's basically what *Syndicate Wars* is about. Killing people. That might be any given mission.



O *Do you put problems in the layout that will make somebody think harder?*

BM Yes... do. Not very much, because it has to be subtle when you do something like that. We don't want people to get frustrated. I think limiting players is a cheap way of getting game play, and I don't want to do that. The only reason I would do that is if a section of the city is particularly sparse, then it's a good place to give the players a fight in the open with a lot of other players or enemy agents. They might not be able to get across by shuttle because there might not be a shuttle there. So they have to walk. And they're open to a lot of dangers on the way: assassination attempts, etc. So in situations like that, then yes, you can contrive it to work the way you want it to work. We do that by looking at the city level and the layout of the city and deciding, "What can I do here to another player to give him a good strong mission?"

O *Did you play Syndicate before you started working on Syndicate Wars?*

BM Yes. I played *Syndicate* before I even joined Bullfrog. Then when we went back to *Syndicate Wars*, we occasionally looked back at *Syndicate* and said, "Why did this work? Why did this particular part of the game work well?" Because we would like to keep the same flavor as *Syndicate*. So I think *Syndicate Wars* in every department was like a million times more advanced. It's a lot darker, probably even more violent. Certainly not a comfortable place to be. It's completely different, it's so much darker. But one thing we did notice was that the reason a lot of the *Syndicate* missions worked was because there was a lot of open space. That was a very subtle thing, as well. That took time to notice. Although the cities are very detailed, in some situations I just leave blank spaces just for game play. You tend to overdose on your own job. You really can't do it in certain situations.

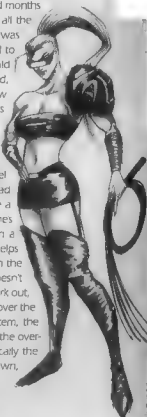


Q How do you go about building a level?

BM *Syndicate Wars* levels are the most difficult levels that Bullfrog has ever done. They are by far the most detailed and surely the most demanding — especially the static game, if only because the cities are so detailed. Everything has to be taken into account. Every possible permutation of every type of game play. Every method that somebody would take to complete a mission has to be taken into account when you are designing a mission. Basically what would happen is that the programmers, after a long, long time, would eventually come up with a bug-free version of a level that you could use. It takes a very long time to get it right.

The editor, as it stands now, is actually a masterpiece, the best we've ever had. It's like you're looking at tape, except it's in 3-D. It's incredible. But that was only through months and months and months of all the level designers working together to get all the bugs out. When we originally got the level editor it was like a skeleton; it didn't work very well. So we had to come up with ideas of how we should do it. I would like to standardize all the editors at Bullfrog, so I said, "Why not give all the editors the same tools?" Now you have brush and film and paint, etc. That works like a dream.

Once the editor's ready, I design the road system first. It gives you a very good idea of the shape of the city. Also, a road design can help the player feel that he's actually playing in a real city. If the road design isn't realistic, then it's not going to look like a city. It's just going to look like something someone's thrown together. So, for instance, if the city is on a grid system, like a lot of large cities are, then that helps a lot. Once that's done, I would mess around with the altitude, figure out what looks right and what doesn't. Then I would start in the center of the map and work out, put in two thousand million different buildings, all over the city. And then I'd do the lights and the traffic system, the ambient lights which basically give the feeling of the overall level. It casts shadows all over the city. It's basically the position of the moon. Some missions will be dawn, some early evening, but they'll all be dark. No daytime at all.



O *Is there going to be anything that you point out and say, "There. That's what I did and that's my favorite thing in the game?"*

BM The overall look of the cities, all the levels. I genuinely think that tactically it's the most amazing game I've ever seen. I think the engine, all the cities, all the weapons, everything is absolutely incredible. I can't believe it was all done by Mike himself. He's a genius. I was also surprised by what all those level designers collectively were able to pull into the design. So was everybody else. You spend a lot of time just messing around and coming up with ideas. Not doing any work, but it's very productive. You surprise yourself with what you can come up with.

We have a mode in the editor where we can put it into a really high resolution so we can see the whole city in one page. If it looks like a city, if it looks like an overhead helicopter had perhaps photographed the city, then I'm happy. Then I go down and look at all the details. The lighting is very important. If the lights are too bright, which happens a lot, which is very easy to do, then that ruins it, because very bright light washes out all the colors around it. You don't get very subtle shades. So all of that has to work.

Also I look at how different all the buildings in the city are. We don't have many buildings to work with. We basically tend to change all the textures, delete faces from the buildings just to trick people into thinking they are looking at a new building when they're not. A lot of times we get the same four buildings and stack them on top of each other and make a new building out of that. All of that stuff is just by playing around. That was our research work, really, spending weeks and weeks just playing around, not doing any levels, just seeing what we would do with the buildings. Some of the cities, when they started out, they were quite bare and barren, not much detail. Whereas all of mine are condensed, packed in. It's like every city you've ever heard of, packed into one tiny 2 x 6 by 2 x 6. I like details. Traffic modes, lights cast by tiny little windows.

O *Do you enjoy working on it?*

BM I love working on it.





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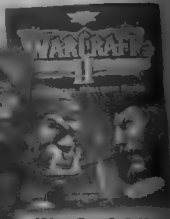
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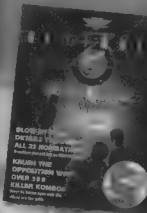
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